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***Issue 13***

***Winter 2004-05***

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Opening Rounds . . . . .	4
<i>Solitaire Wargaming Theory and Retro's Expanded Mission . . . William Driscoll . . . . .</i>	5
<i>American Rails: Rail Baron Variant. . . Tom Cundiff . . . . .</i>	10
<i>Screeching Eagles . . . Paul Regulski . . . . .</i>	16
<i>Battledice . . . Paul O'Connor . . . . .</i>	20
<i>Interview with Richard Berg . . . Gary Graber . . . . .</i>	21
<i>Rising Sun . . . James Meldrum . . . . .</i>	24
<b>Issue Games:</b>	
<i>Tsaritsyn . . . James Meldrum . . . . .</i>	29
<i>Assault on Cherbourg . . . Gary Graber . . . . .</i>	37
<i>Modified Dreadnoughts &amp; Battlecruisers . . . Rich Allen . . . . .</i>	44
<b>Mini-Sim Game: Graf Spee . . . Gary Graber . . . . .</b>	46
<i>Retro with Miniatures and New Rules . . . Norman Smith . . . . .</i>	54
<i>Panzerschreck Index, Issues 1—13 . . . . .</i>	60
<b>Short Takes: Luftwaffe, Who Designed What? . . . . .</b>	62
<i>Letters from the Front . . . . .</i>	64
<b>Observation Post: Line of Departure . . . . .</b>	65
<i>Synopsis of Games Published in Panzerschreck . . . . .</i>	66

**Panzerschreck #13, Winter 2004-05.** *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 twice per year. Only single-copies (including back issues) are available; no subscriptions are accepted. See back cover for current prices.

**Publisher:** Minden Games. **Editor:** Gary Graber. **Contributors:** Rich Allen, Tom Cundiff, William Driscoll, Art Lupinacci, James Meldrum, Paul O'Connor, Paul Regulski, Norman Smith. **Business Manager:** Joan Graber.

**Ordering Information:** Game orders may be sent directly to Minden Games, 9573 W. Vogel Avenue, Peoria, AZ 85345, USA. Paypal payments are accepted at: [minden2@hotmail.com](mailto:minden2@hotmail.com). You may also address your comments to the editor at [minden2@hotmail.com](mailto:minden2@hotmail.com), or write to Gary Graber, 5 Hoskin Avenue, Toronto, ON M5S 1H7, Canada. Unsolicited submissions are not returned.

# Opening Rounds

By the Editor



Cold weather is upon us once again here in the north, and once again it is time for another Winter edition of *Panzerschreck*. I hope you like the look of the games in this issue. The magazine's format has certainly matured. Many thanks go to Art Lupinacci for his superb art work on the game maps for *Tsaritsyn* and *Assault on Cherbourg*. *Tsaritsyn* simulates the 1919 Russian Civil War battle pitting the Whites against the Reds near a city on the Volga that would later be known as Stalingrad. *Assault on Cherbourg* is based on the American drive on the French port after the Normandy invasion, June 1944. Along with them is this edition's Mini-Sim, *Graf Spee*, a tactical naval game simulating the Battle of the River Plate in December 1939, where three Royal Navy cruisers faced the German pocket battleship off the coast of South America. Each of the three games in this issue were designed for two players, which is a first for the journal. Enjoy the games.

## *For the Record*

I've mentioned before my belief in the importance of a vigorous "hard copy" wargaming press. Some may be persuaded that internet discussion boards are all that the hobby really needs now days. I recognize the value of online conversations, and access them frequently because of their timeliness and interest, but I'd argue that in spite of these advantages, online discussions have disadvantages as well. One of these disadvantages is that they are by nature more ephemeral than paper publications. Magazines are better suited to withstand the test of time. For instance, it's fairly easy to access past issues of paper journals from one's

bookshelf, or to toss a copy into your briefcase to take a look at over lunch. But if you need to wade through hundreds of threads to reread electronic comments that you vaguely recall from last year? Good luck. In short, I see a place for both media. And this belief leads me to thank this issue's contributors to what I believe is an excellent issue standing in the hard copy wing of hobby communication. I'd ask others to consider penning articles for publications such as this. In doing so, you'll not only contribute spreading the fun of our hobby, you'll establish your input and observations "for the record" in what, I'd argue, is a valuable, lasting format.

## *Postage News*

Check out the back cover of this issue for our new postage policy. Simply stated, add \$2.00 per order, no matter how many items you are buying, and no matter where in the world it is being sent. There are a couple exceptions. The most current issue of *Panzerschreck* is still sent post free, if ordered on its own (including multiple copies of the current issue). If you live overseas and desire airmail delivery, add \$2.00 plus 15% of your total order.

## *Many Thanks*

Finally, a word of appreciation concerning *Panzerschreck* winning a Charles Roberts Award this year. It's an honor to win an industry award, and it will be our continued goal to bring you the best and most enjoyable magazine we can produce. Thanks so much for your support... Enjoy!

Gary Graber  
Toronto  
December 2004



# ***Solitaire Wargaming Theory and Retro's Expanded Mission***

By William P. Driscoll

## **Introduction**

Discussions about solitaire wargaming tend to follow one of two paths. In one direction, the discussion concentrates on games designed specifically for solitaire play. Examples include games like *Ambush*, *Raid on St. Nazaire*, *Tokyo Express*, and so on. In the other direction, the commentary addresses solitaire play of games designed for two or more players, but the emphasis focuses on devices for dictating the play of the "non-phasing" side. The assumption seems to be that players cannot play both sides fairly on a solo basis. As a result, *additional* rules must instruct or limit how one side or the other moves or fights. For example, some players suggest the preparation of several detailed battle plans for the "other" side from which the solitaire gamer randomly selects a plan to follow.

The games designed specifically for solitaire play are too few and too limited to merit further discussion here. As for solitaire play of two-player games, the obsession with additional rules to guide the play of the "other" side completely misses the point. In fact, the addition of *more* rules to implement solitaire play only makes play more difficult.

Most solo players can make the necessary mental adjustment needed to play each side in turn with fairness assuming that the game itself does not depend upon such devices as hidden units or simultaneous movement. The real difficulties with solitaire wargaming have little to do with the "fairness" issue. Instead, the solitaire gamer faces

other obstacles to solo play related to the process of game play itself. Cumulatively, these obstacles amount to a complexity burden that overwhelms the solitaire player, bogs him down with trivia, and wastes precious gaming time. In the end, the player can master any two-player rules system at the cost of sacrificing any enjoyment of a game's fun factor.

The best effort to address the fundamental difficulties of solitaire wargaming in a sensible manner is the *Retro* Variant produced by Minden for use in WWII tactical games. This article will examine in more detail some common obstacles to solitaire play. It also will identify some ways in which *Retro* helps the solo gamer overcome those obstacles. Finally, it ends with a call for an effort to "*Retro-fit*" many more wargame systems to enhance the solitaire gaming experience.

## **Obstacles to Solitaire Play**

Wargame play has three parts: (1) thinking about what to do; (2) knowing how to do it; (3) actually doing it. The first part amounts to the strategy or tactics involved in the play of the game. The second part requires knowledge of the game's rules. The third part involves the mechanical or physical manipulation of counters, charts, and dice in the actual play of the game. Obstacles to solitaire play can arise in any of these stages. The following list attempts to create a catalog of such obstacles.

### **(1) Interactive Turn Sequence**

Recently, a trend has appeared in

which wargames favor an interactive sequence of play over the "Igo-Yougo" sequence of early designs. The relatively new *Advanced Tobruk System* and *PanzerGrenadier System* provide two examples. The MMP/Gamers *Tactical Combat System (TCS)* also uses an intensely interactive system of fire and counterfire. While the interactive feature of these game systems enhances the tension of face-to-face play, it adds a mental challenge for the solitary player. In the rigid "Igo-Yougo" turn sequence, a player generally must decide whether or where to move and whether or where to fight. In the interactive turn sequence, the solo player must assume the burden of figuring out the best order in which to move and fight for both sides simultaneously. This additional mental requirement complicates play tremendously. In the Igo-Yougo system, the player can move the Germans, say, and then walk around the table to study the board from the Russian perspective. As a game becomes more interactive, the solo gamer will find himself racing back and forth from one side of the table to the other as German, German, Russian, German, Russian, Russian, German, and so on through a series of short impulses. This rapid-fire shifting of point of view breeds a kind of paralysis fatal to the fun factor of these games for the solitary player.

## **(2) Details and Exceptions in the Rules**

All wargames represent abstract simulations of historical events. For example, the quantification of the morale of all German first line troops as "7" in *ASL* assigns a numerical value to subjective feelings. Troop morale results from any number of factors – quality of recruits, food, water, warm clothing, disease, leadership, recent events – no wargame with any pretense

to playability could account separately for all such factors. The simple assignment of a standard morale value abstracts all of these factors into one convenient rating.

However, a trend exists in quality wargames to expand the level of detail and to reduce to some degree the level of abstraction. Of course, this process takes the form of new, and usually more, rules. As a result, a kind of rules inflation has made the task of the solitary gamer much more challenging.

The original *Europa I – Drang Nach Osten (DNO)* appeared around 1973 with 19 pages of rules to game the German invasion of the USSR in 1941-42. Its successors in the *Europa* series of games and its cousin, the *Great War* series, show how rules have multiplied. *Fire in the East*, an updated version of *DNO*, had 31 pages of rules. *Scorched Earth* continued WWII in Russia with 40 pages of rules. *Second Front* took *Europa* to Normandy with 72 pages of rules. In a related series, the system went back to World War I. *Over There*, the latest available title in this series, uses a *Europa*-like system to model the West Front and some secondary theaters of WWI in a modest 192 pages of rules. It should be noted that none of these counts include the pages required for orders of battle. They count rules of play only. Now, a direct comparison of *DNO* with *Over There* implies a ten-fold increase in rules. Since the two games do not cover identical subjects such a comparison probably exaggerates rules inflation somewhat. However, the underlying principle remains unassailable. Wargames have become more difficult to play because a player must master many more rules to do so.

Other games fit the same model to some extent. The *La Bataille* series of Napoleonic games has increased the length and complexity of rules several

times over since the original *La Bataille de la Moskowa* appeared. In the process, the system has increased in realism at a tremendous cost in playability for the solo practitioner.

### (3) Repetitive Motion Disorder – Or Addicted to Dice

A unit from Side A moves adjacent to a unit from Side B. In the course of the rest of Side A's half of the turn plus Side B's half of the turn, it is possible for a total of 16 die or dice rolls to occur just to resolve the various fire combat, melee combat, and morale checks for those two units. The game has about 50 units per side. With only 10 units on each side in contact, a single turn could involve 160 rolls of die or dice. These computations come from a real (but out of print) game.

Certainly, one could argue that a game with all that dicing has a design flaw whether it is played face-to-face or solitaire. However, at least in face-to-face play the per player dice-rolling burden amounts to half of the solitaire total.

While this game represents an extreme, other popular game systems have a high dicing requirement. Examples include the *Advanced Tobruk System* (3 rolls for each tank-to-tank shot if a hit occurs), *Tactical Combat System* (unlimited defensive fire and return fire), and *Advanced Squad Leader* with its frequent morale checks, rolling to pick up a weapon, rolling for fires, and rolling for "battle hardening" among others.

### (4) Time

The time factor in solitaire play involves the additional time required in each step of the gaming process –

thinking about what to do, checking the rules to see if a questionable move is "legal," and actually implementing the mechanics of the game. Some of these aspects of solitaire play are unavoidable. In a two player game, Player A can think about his move while Player B is moving. The solitaire player cannot think about two things at once. No way around this inefficiency of solitaire play exists.

In other respects, the solitaire player's difficulties are derivative from rules complexity or inordinate amounts of dice rolling built into the system. In a two-player game, one player can consult the rules while another player moves. The solitaire player loses this efficiency in resolving questionable situations. As a result, the effect of longer rules with more details or exceptions not only taxes the solitaire player's memory and concentration, but it also lengthens playing time. For a given number of hours, the solitaire player gets to

spend less time enjoying the game and more time checking the rules compared to the two-player game.

The cost of additional rules consultation for the solitaire player is exacerbated by the requirement that he must handle the mechanical tasks assigned to both sides. For example, in a two-player game, while one player moves, his opponent can sort and stack reinforcements for entry on the up-coming turn. The solo player loses this efficiency. As wargames involve more detailed mechanics for tracking different variables of play such as supplies, morale, action points, initiative points, construction points, victory points, or whatever, the impact of the double administrative burden on the solitaire player grows. Similarly, the game me-





chanics themselves can take a toll on the player who must retain multiple details to resolve a single move or combat. Europa provides an example with its system for defining armor attack bonuses in terms of the fraction of armor units relative non-armor units, but exclusive of certain neutral units. With several attacking stacks of seven or eight counters against a defending stack eight units deep, the process of computing two different fractions of armor/antitank factors and then computing an attack and defense total wears a player down. The substitution of a simple counting of armor units net of antitank units often would yield a similar result with significantly less mental effort.

The point is that a game mechanic of reasonable difficulty for two players to implement can become much more imposing for the lone player. Some of the inefficiency associated with game mechanics is inherent in solitaire play, but in many ways adjustments in the two-player rules can streamline solo game play so that the solitaire gamer minimizes the efficiency of playing alone.

### **Retro's Solitaire Friendly Approach**

The *Retro* Variant for playing tactical WWII games addresses a number of the issues raised for the solitaire gamer in many game systems.

(1) *Retro* eliminates most of the interactivity of the turn sequence by the use of the Hesitation mechanic. While the existence of some defensive fire possibilities continue to exist under *Retro*, the limitations on defensive fire relieve the solitaire player from the necessity to make many decisions as *the defender* even as he plays the role of the *moving* player. In terms of face-to-face play, the return to a sequence of play with a more Igo-Yougo structure would not necessarily look like progress. As a solitaire friendly modifica-

tion, it has great merit.

(2) Without going into detail, *Retro* does simplify the rules for tactical combat. How much, or even which specific rules in a given system, *Retro* simplifies is not exactly clear because the *Retro* rules tend to adjust tactical play in concept rather than through point-by-point modifications. Nevertheless, the *Retro* Variant reduces both in detail and in spirit the volume of rules to which a solitaire gamer must pay attention.

(3) By eliminating many morale check dice rolls, *Retro* makes the game mechanics more protective of the solitaire gamer's wrists. Risk of repetitive motion disorder recedes with this variant.

(4) The reduction in rules complexity and reduction in the amount of dice-rolling required to play WWII tactical games allows the solitaire *Retro* gamer the opportunity to compensate for the loss of some of the efficiencies offered by two-player play. The variant saves time and makes much larger scenarios a more realistic prospect for solo gamers.

### **Need for More "Retro" – Fitting**

*Retro* fails only to the extent that it does not go far enough. It works with only a few rough edges when applied to *Squad Leader* or *Advanced Squad Leader*. With other tactical games like the *Advanced Tobruk System*, *Tactical Combat System*, or *PanzerGrenadier System* only significant adjustments will make it work.

In a broader sense, as a philosophy of simplification for solitaire play, *Retro* has much greater, but unfulfilled, potential. Tactical combat in earlier historical periods could benefit from major simplification for solitaire play. A reduction in the number of morale dice rolls and less emphasis on facing effects are two examples of adjustments by which more streamlined play could occur. For example, many game sys-

tems from the Napoleonic era or earlier periods emphasize the importance of facing and flank attacks. This emphasis requires careful attention to the placement of a unit in a hex with consequences for rules about facing, turning, stacking, and so on. In the spirit of *Retro*, if a unit is attacked by one unit from an adjacent hex, why not assume that the defender has its front to the attacker without actually worrying about how the unit "faces" in the hex? Under such a simplification of facing, any unit attacked from different non-adjacent hexes could be assumed to be the victim of a flank attack. This small change could streamline play without the loss of an important tactical concept.

At the operational level, perhaps a similar streamlining of *Europa*-type games could make them more accessible to solitaire gaming. Simplification might take the form of more abstract rules related to construction, supply, and rail transportation. Such changes would achieve a time-saving reduction in the amount of administrative trivia on which the solitaire gamer must spend time. As suggested earlier, simpler combined arms combat modifiers could lessen the computational burden

on the player who must keep all of the computations in his head because there is no second player to remember that the defender's combat value is 26 with a minus two modifier while the first player sums the attacking units' combat value and modifiers. (Could the solitaire player simply write down the defender's values? Sure. But even that takes additional time...)

However, it is important to emphasize that the process of restructuring many games for maximum solitaire enjoyment requires more than a couple of "house rules." Instead, only a more organized effort by which comprehensive adjustments retrofit a game for solitaire play can make them both accessible and fun for the solo gamer.

The wargames marketplace has an enormous variety of attractive games with the most colorful components and the most detailed orders of battle ever published in the hobby. It is unfortunate that these improvements in quality sometimes come at the expense of the ability of solitaire players to enjoy them. *Retro* shows the way out of this dilemma. Now what is needed are more efforts by game designers to follow this new way.

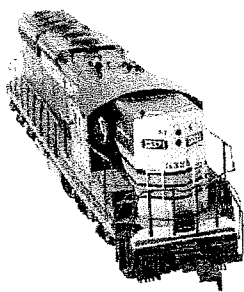
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# American Rails

*A Variant for Rail Baron*

By Tom Cundiff

A family favorite has always been *Rail Baron*. It's a fine game with simple rules which any member of the family from 8 to 80 can play. Though, I am sure the designer envisioned his game as an "American" (i.e. United States) only game, I've always wondered why a variant hadn't been designed to add the two major Canadian railroads, and with the recent 1995 privatization of the Mexican railroads these too could be added.

The Canadian National Railroad was created from an act of Parliament in 1919. It was an amalgamation of the old Canadian Northern and a group of some 15 other smaller roads now owned and operated by the Canadian government. In the wake of the financial collapse of many British companies due to World War I, money was withdrawn from Canadian investments prompting the collapse of many small Canadian roads. At the urging and sponsorship of Prime Minister Robert Borden, the rail system was born. Along the way the CN bought several railroads, including the Illinois Central in 1999. It operates more than 22,000 miles of track, owns steamship lines, hotels, and a telegraph company and stretches from Halifax to Vancouver, New Orleans, and south into Mexico. It's one of the largest rail lines in the world.

The Canadian Pacific's beginnings were rocky to say the least. In an attempt to unite a new country the new

Canadian government gave some \$30 million dollars and 50 million acres to an effort to build a trans-continental railroad. Hugh Allan, a Canadian shipping magnate "donated" money to the election campaigns of several Conservatives in the 1872 elections in an attempt to influence the awarding of the contracts for the new railroad. The scandal that erupted ended Conservative control of the government for a time, placing in power the Liberal party.

The Liberals of MacKenzie's government were much less committed to building the railroad and work proceeded slowly as they preferred a "privatized" rail system to one controlled and funded by the federal government. The lack of speed and the approaching 10-year deadline for construction of the railway was cause enough for the province of British Columbia to threaten cessation, a threat that in itself caused the Liberals to lose power to the Conservatives.

The new Conservative government of Prime Minister John A. Macdonald pressed ahead with contracts to build, awarding the project to an American, Andrew Onderdonk, (May 14, 1880) whose methods of construction stressed speed over reliability and safety. Under his leadership the railroad began a period of speedy building. Chinese labor was utilized, and many lost their lives, especially when speed necessitated the use of Nitroglycerin instead of regular



dynamite. Irregular record keeping denies an accurate accounting, but deaths numbered as much as 7 to 8 hundred Chinese workers, numbering as much as 10% of the Chinese workforce.

With construction underway, the government began seeking private investors to actually buy and operate the railroad. They found a group of Scottish investors, the most significant of their partners being Donald A. Smith, a Canadian Liberal who figured prominently in the toppling of the earlier Canadian Conservative government, which was caught up in the scandal of 1872. 1881 saw a small amount of track laid, but the railroad did expand with the acquisition of the Canada Central Railway. With construction slowed again, the new organization sought another American, Cornelius Van Horne, head of the US Milwaukee railroad. Lured with an enormous, for then, salary of \$15,000 he proved a man of his word and action, in the year following his tenure the CP built 500 miles of track through the Canadian Rockies. In the following year, slowed by torrential rains, he completed another 418 miles of track. With all the construction costs and settlement of the west not yet providing profitable loads, the railroad was nearly bankrupt by 1885 when it was saved fortuitously by an internal rebellion.

The Northwest Rebellion of 1885 was a small affair in the annals of history, but it figured largely in its benefits to the CP. Being able to move troops and militia to the far reaches of the west quickly, it proved its usefulness in the cause of national security. Previously unable to pay its creditors or buy new material for construction or equipment, the rebellion caused the Canadian Government to again step in, this time guaranteeing any loans made. Coupled with an enormous loan from Lord Rev-

elstoke, managing director of Baring Brothers, dividends again began to be paid.

The last spike connecting east with west was driven November 7, 1885. From this point the railroad took off like a steamroller expanding to steam engine companies, rolling stock companies, Great lakes steamship companies, Great lakes steamship building companies, Pacific steamship companies, Pacific steamship building companies, china and crockery companies, movie companies, news companies, timber, Atlantic Steamship companies, Atlantic ship building companies, all before the outbreak of World War II. And in 1942 they founded *ten* bush plane companies in the midst of a war, and as an offshoot they built pilot training schools for the war effort. Of 22 steamships owned by the company, 10 would be sunk during the war. Following the war, the CP, like all the other roads of the time went to diesel power with a vengeance completing conversion by 1962.

The CP also acquired some US rail lines, in 1985 it bought the SOO Line, which itself had bought the Milwaukee Railroad in 1982 (CMSTP&P Chicago, Milwaukee, St. Paul, & Pacific). In '91 the CP acquired the Delaware and Hudson providing it access to the American East coast. In the wake of these acquisitions, the railroad refers to itself as "America's Railroad" but maintains the name Central Pacific. As of October 3, 2001 the varied interests of the CP were dismantled. The CP continued on as a railroad, but several spin off companies emerged to include CP Ships, Fairmont Hotels, Fording Coal and PanCanadian Energy. Before its separation it was the second largest corporation in Canada.

NAFTA as well as Mexican privatization of their domestic rail lines has brought new energy to the traditionally unprofitable and bankrupt Mexican rail

systems. Mexican privatization also added to the profitability of the Canadian Pacific, and to a small obscure American railroad, the Kansas City & Southern (KCS), together with their latest "partner" Transportacion Ferroviaria Mexicana (TFM). The KCS, originally built for the single purpose of providing rail service between Kansas City and the Gulf of Mexico became a player in the big leagues when it acquired 49% of Transportacion Maritima Mexicana (TMM). TMM, a holding company owns 51% of the TFM. Concluding an agreement with the Canadian Pacific providing them access to the KCS lines from Chicago to Kansas City to Laredo, where it connects with the TFM, was a masterstroke of strategic thinking. The completion of their "alliance agreement" has brought new profitability to all concerned. The free flow of rail traffic for these partners now extends from Prince Rupert in the NW to Halifax in the East and Mexico City in the South.

A second alliance has been created by the purchase of Ferromex (FXE) by Gruppo Mexican, Inc. (GMI). GMI is a holding company partially owned by the Union Pacific. With the final elimination of the Southern Pacific in 1996, and the acquisition of its remnants by the Union Pacific, the new Union Pacific has become a true international giant in the railroad business.

To add these railroads to the game I need to do a few things, one is to make new Deed Cards. Fortunately this is a simple thing to do. The maps need to have Canadian and Mexican extensions and the game tables both Destination and Pay Out need to be added. Optional Rule 1 needs to be amended, and a rule for the railroad ferry at Milwaukee across Lake Michigan, and the railroad ferry line CG Rail, Inc. needs to be created. Let's get to the "easy" mods first.

### *Optional Rule 1*

This rule allows players to unify railroads that have been merged and purchase the amalgamation as one railroad. This applies to the Canadian railroads above this way.

**Canadian National 1999** (consists of: Canadian National \$26,000, Illinois Central \$14,000, & GM&O \$12,000 combined cost: **\$52,000**)

**"America's Railroad"** a trademarked name, but still officially named the Canadian Pacific (2004) consists of: the Canadian Pacific \$35,000 & Milwaukee Railroad (CMSTP&P Chicago, Milwaukee, St. Paul, & Pacific) \$18,000, Kansas City Southern \$14,000 (KCS), and Transportacion Ferroviaria Mexicana \$22,000 (TFM) combined cost: **\$89,000**

### **The New Union Pacific**

This rail system consists of the old UP plus these additions Union Pacific \$40,000, \$8,000 Western Pacific (WP) (merged in 1982), \$42,000 Southern Pacific (SP), \$37,000 Ferromex (FXE), Texas Pacific (T&P) \$10,000, (C&NW) Chicago & North Western \$14,000, (D&RGW) Denver & Rio Grand Western \$6,000, Chicago, Rock Island & Pacific (CRI&P) \$29,000, and Missouri Pacific (MP) \$21,000 for a total of **\$199,000**

### **The CSX Corp.**

The true composition of the CSX is too tangled a web to unravel, purchases by all of its constituent railroads, track abandonments, etc. ... just make it too difficult. But it is certain it now owns the B&O, C&O, L&N, RF&P, SAL, and ACL; therefore the purchase of the CSX can now be accomplished by the one time outlay of **\$92,000**.

**BNSF** (Burlington Northern & Santa Fe)

Now unified, this behemoth consists of the (CB&Q) Chicago Burlington &

Quincy \$20,000, \$17,000 Great Northern (GN), \$14,000 Northern Pacific (NP), \$19,000 St. Louis and San Francisco (SLSF), and \$40,000 Atchison Topeka and Santa Fe (AT&SF). Its total cost is **\$110,000**.

### **Conrail**

Though this railroad is in jeopardy of becoming extinct due to recent US federal cutbacks it is significant in that it owns some once great railroads. These include the NYC, Penn Cent., and the NYNH&H. These were identified as combined in the original game, but under the old name of the Penn Central Transportation Corporation. Total remains the same, **\$62,000**.

### **Norfolk & Southern Corp.**

This system consists of the Norfolk & Western and the old Southern for a total of **\$32,000**.

### **Railroad Ferry at Milwaukee**

The only effect of this ferry is the cost of 2 movement points to cross instead of one.

### **CGR Rail, Inc**

CGR is not a railroad in all truth. It is a shipping line of two specially built ships which can transport 60 railroad cars each. These ships are "ro-ro" type ships, which is to say railroad cars can simply be rolled onto the ships on one end and off the other at its destination. The CGR runs between Coatzacoalcas in southern Mexico to Mobile. Rather than place dots on the line between these ports I've merely indicated the existence of this by the line between them and placed a die value for the distance between them by water using these ferries. Each turn roll the die and add the result until such time as you meet or exceed the required distance of 18. Use whatever method is easiest to you to record any interim totals.

### *New Maps*

Visit this website for a copy of the map needed with this variant: <http://www.thewargamer.com/Games.html>

### *New Tables*

With the addition of Canada and Mexico it becomes necessary to devise a new Regional Destination Chart. The original chart was balanced for the US economy, but with foreign economies figuring into the probabilities of one's train going to that nation as opposed to a domestic US run it becomes necessary that one calculate the odds based upon some definable standard common to all three nations. I've chosen GNP (Gross National Product) which is a measurement of the value of all goods, services, and capital of a nation. It isn't always possible to obtain the most up to date information when it comes to economics and in some ways economics is really the study of Voodoo, but it'll provide an adequate framework. I've created a table based upon the use of two 10 sided dice to provide a percentile dice. With 3 Canadian, 3 Mexican, and 7 US regions there doesn't seem to be any other way. Read a result of 00 as 100.

### *Destination Tables*

#### **Regional Table** (Percentage Dice)

1-17	US North East
18 - 27	US South East
28 - 40	US North Central
41 - 50	US South Central
51 - 60	US Plains
61 - 69	US North West
70 - 81	US South West
82 - 89	Canadian East
90	Canadian Central
91 - 92	Canadian West
93 - 97	Northern Mexico
98 - 99	Central Mexico
100	Southern Mexico



### Plains

ODD	EVEN
2 Kansas City	Bismarck
3 Kansas City	St. Paul
4 Denver	Minneapolis
5 Denver	Duluth
6 Denver	Minneapolis
7 Kansas City	Oklahoma City
8 Kansas City	Des Moines
9 Kansas City	Omaha
10 Pueblo	Omaha
11 Bismarck	Fargo
12 Oklahoma City	Fargo

### North Central

ODD	EVEN
2 Cleveland	Cincinnati
3 Cleveland	Chicago
4 Appleton	Cincinnati
5 Cleveland	Cincinnati
6 Detroit	Columbus
7 Detroit	Chicago
8 Indianapolis	Chicago
9 Milwaukee	St. Louis
10 Milwaukee	St. Louis
11 Chicago	St. Louis
12 Milwaukee	Chicago

### Canadian East

ODD	EVEN
2 Yarmouth	St. Andrews
3 Halifax	Halifax
4 Toronto	Toronto
5 Toronto	Toronto
6 Quebec	Toronto
7 Ottawa	Ottawa
8 Montreal	Montreal
9 Montreal	Montreal
10 Toronto	Toronto
11 Montreal	Montreal
12 St. Johns	St. Johns

### Canadian Central

ODD	EVEN
2 Winnipeg	Winnipeg
3 Sault Ste Marie	Sault Ste Marie
4 Winnipeg	Winnipeg
5 Winnipeg	Winnipeg
6 Winnipeg	Winnipeg
7 Winnipeg	Winnipeg
8 Winnipeg	Winnipeg
9 Winnipeg	Winnipeg
10 Winnipeg	Winnipeg
11 Sault Ste Marie	Sault Ste Marie
12 Winnipeg	Winnipeg

### Railroad Price Chart Additions

Canadian National Railroad	\$26,000
Canadian Pacific	\$35,000
Kansas City & Southern	\$14,000
Ferromex	\$37,000
Transportacion Ferroviaria Mexicana	\$22,000
Ferrocarril del Sureste	\$14,000
Chiapas Mayab	\$12,000
CG Rail, Inc	\$18,000
Coahuila Durango	\$4,000

### South Central

ODD	EVEN
2 Laredo	Brownsville
3 Memphis	Shreveport
4 Memphis	Dallas
5 Little Rock	New Orleans
6 New Orleans	Dallas
7 Birmingham	San Antonio
8 Louisville	Houston
9 Nashville	Houston
10 Nashville	Fort Worth
11 Louisville	Fort Worth
12 Memphis	Corpus Christi

### Canadian West

ODD	EVEN
2 Prince Rupert	Prince Albert
3 Calgary	Edmonton
4 Edmonton	Edmonton
5 Edmonton	Edmonton
6 Calgary	Calgary
7 Calgary	Calgary
8 Edmonton	Edmonton
9 Vancouver	Vancouver
10 Vancouver	Vancouver
11 Regina	Regina
12 Regina	Regina

### Northern Mexico

ODD	EVEN
2 Monterrey	Chihuahua
3 Nogales	Hermosillo
4 Chihuahua	Chihuahua
5 Matamoros	Mazatlan
6 Monterrey	Monterrey
7 Ciudad Juarez	Ciudad Juarez
8 San Luis Potosi	Hermosillo
9 Nuevo Laredo	Los Mochis
10 Aguascalientes	Aguascalientes
11 Durango	Durango
12 San Luis Potosi	Tampico

### Southern Mexico

ODD	EVEN
2 Tapachula	Progreso
3 Tapachula	Tapachula
4 Tapachula	Tapachula
5 Progreso	Progreso
6 Progreso	Progreso
7 Coatzacoalcos	Coatzacoalcos
8 Campeche	Campeche
9 Salina Cruz	Salina Cruz
10 Progreso	Progreso
11 Progreso	Progreso
12 Salina Cruz	Salina Cruz

### Central Mexico

ODD	EVEN	
2 Lazaro Cardenas Veracruz		
3 Puebla	Puebla	
4 Mexico City	Mexico City	
5 Guadalajara	Guadalajara	
6 Mexico City	Mexico City	
7 Mexico City	Mexico City	
8 Mexico City	Mexico City	
9 Queretaro	Mexico City	
10 Mexico City	Mexico City	
11 Puebla	Puebla	
12 Veracruz	Veracruz	P

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# Screeching *EAGLES* ! ...further additions to the Columbia Collectable Card game

by Paul Regulski

In response to *Advancing Eagles* by T. Cundiff & N.Siddons-Smith  
(in *Panzerschreck* #12)

There are three parts to this article.

- A. Tactical rule changes & additions
- B. Campaign Rule additions
- C. Corrections

## *A. Tactical rule changes & additions*

*Alternative Morale rules to make units last longer without subtracting from failed tests...*

1. It takes 2 Morale roll failures to eliminate a unit. A unit that fails ONE morale test retreats instead – Place the card upside down and **immediately** move it back one position. Mark this unit with a counter / chip to show that it has moved and may not do anything else this player turn. IF this retreat should be into your battle-line and causes stacking limit to be temporary exceeded, then unmoved units must be moved during the combat phase to agree with the limit. (This retreat move does **not count towards** move limits due to terrain cards i.e. river / Malene pond ).

On your *next* turn, retreated units may be rallied, during the morale phase OR retreat again into the reserve. Rallying is always optional. To rally a unit, do another morale test using only a Leader bonus, not terrain. A leader uses its Attack rating bonus when rallying retreated units in their OWN Battle line. And use their Defence rating bonus to rally units when in the Reserve. A general can rally a number of units = the rating he is NOT using, e.g. **Wellington** can rally 1 unit in the reserve at +3...or up to 3 units on the battle line, at + 1.

Units rallied are turned right side around and left with a marker on. ( To show that it has *already failed 1 morale test*). It is free to move or fire during the Combat phase. **But fights using its CV halved round up** . A second morale failure on a later turn, will eliminate the unit. At the end of the battle you will need to keep the “reduced” units in a separate stack. For the next battle in a campaign, players can draw on the Fresh deck or the “reduced” deck.

2. Optional (but recommended). Extend the upper morale limit. The top failure roll is now a “six” followed by 3+ on a second roll (i.e. a one-in-nine chance), e.g. a “B” class unit is in a village with a +2 leader bonus. Its morale rating is  $3 + 1 + 2 = 6$ . A *failed* morale roll in this case would be a 6 followed by second roll of 3 or more )

3. There is a +1 to morale tests if a (red) British General is modifying (orange) Dutch/Belgian troop units. And vice versa.

*Those Lancer symbols & General crosses / stars mean something now...*

4. Lancers ! Those units ( French \* Prussian ) get a *shock* bonus of rolling one *extra dice*.

But there is a downside ! All other Cavalry get a +1 S shock bonus when “targeting” Lancer units !

5. General hits ( 1's ) are rolled for and Generals are killed in the basic rules on a roll of 6.

Amend as follows :- Do a 2nd roll for each six. The General is Stunned on a 2<sup>nd</sup> roll of 1 General is Wounded on



a 2<sup>nd</sup> roll of 2 – 4. **And killed** on roll of 5 – 6

#### Modifications - **Army General -1.**

Generals with the star symbol + 1,... with the cross symbol + 2...

Stunned Generals may not use their Morale Bonus and only move 1 space this turn.

Wounded Generals are out of the current Battle, but available for the next. They do not count as points lost for the campaign finish – if the last two battles are being fought, W'oo / Wavre

#### *Tactical rule changes, OR Infantry get knackered too*

6. Cavalry get “Blown” in the original rules, when they charge. But Infantry do not !

Amend as follows : Infantry Columns ALSO get blown after they shock. Turn the card sideways. They can recover by disengaging OR by a change of formation ( i.e. a move ). They can use F1 firepower whilst blown.

7. I agree with Mr Cundiff *et al.* that INF columns should be able to shock squares.

8. Cavalry **CAN** shock “Fresh” i.e. un-blown cavalry. BUT at their **S -1 rating**. [note without this change in shock rating, defending cavalry would have too much advantage over attacking Cavalry] Of course they shock “blown” cavalry – normally.

9. INF Column vs. INF Column. Again, similar rules to above apply in this case. A Fresh Infantry column may shock an enemy fresh column BUT at their **S -1 rating**...

10. *Infantry combat bonus vs. Artillery*: Amend as follows: INF targeting artillery get +1F or +1S vs. artillery, providing all enemy Cavalry/Infantry units in that position have been HIT first in the combat phase.

11. *Capturing Terrain*: For added chrome or clarification. *Partial capture*

of terrain is possible where the defender has 2 units in a single terrain card (or 2+ in Wavre town). If an attacking INF/CAV unit causes a single defender to retreat during its morale phase. Then one of those attackers **immediately** advances onto the terrain. Move the unit to overlap the terrain, to show that. This unit receives the benefit of that terrain, just as the remaining defender(s) does.

#### **B. Campaign Rules to Link Battles**

Firstly, all battles are finite in length. A maximum of 15 pairs of Battle turns. At the conclusion of the last battle turn, night falls. In this case the British will automatically retreat from Quatre Bras and the Prussians from Ligny, with no pursuit loss in either case. In addition there is an increased stacking limit of 6 units /position for Ligny/Waterloo, because these were bigger battles than QB/Wavre.

With voluntary or forced retreats, before night, the pursuit rules are as follows: [And are implemented **after** Morale checks for the retreating side, that is, a player may only retreat after his morale checks for that turn.]

For each engaged position, the *pursuer* inflicts a number of hits = # of INF + Horse ART units + ( 2 x # of CAV units ) forward in that position. *The retreating side may subtract from this total* a number of hits = # of Horse ART + CAV units, retreating from that position. The final total of hits can then be put on which ever of the retreating units, the owner decides ( i.e. the rear-guard for that position ) *up to a maximum of 3 per unit. But at least 1 per cav unit.* [e.g. Player A has 2 Inf.( D class) & 1 Cav. (A class) retreating from the Left, pursued by 1 Inf, 2 Cav. The total pursuit hits are 5 minus 1 = 4. “ A “ could put two of those hits onto a D class Inf. unit ( which would probably kill it ) and one on the Cav. OR

distribute 1 hit per Inf. unit & 2 hits on the CAV...] **Then do Morale tests for those hits.**

Units that have captured a position may either pursue the enemy's Reserve or an adjacent position.

Retreating units do not benefit from either terrain or *Army* Generals (they are too busy directing the retreat) for the pursuit morale tests. Corps Generals do benefit.

With a drawn **Waterloo**. Both sides have to agree to fight a second day battle. Otherwise victory is determined by overall losses during the campaign. Count up the point value of destroyed units AND half the value (round down) of "reduced" units (i.e. those that have failed 1 morale test). If one side has 50 % greater losses, in points, then they have lost the campaign.

**Quatre Bras:** A win here for the French allows them to reinforce Ligny, next battle turn. *This will be at R1 and using the French 1<sup>st</sup> Corps (marked Waterloo only) initially.* And then the French 2<sup>nd</sup> corps etc. These reinforcements may turn up at the Reserve or the **LEFT flank of the French or RIGHT flank of the Prussians!**

[Historically 1st corps was between the battlefields & very nearly intervened at Ligny].

A win for the Anglo-Dutch forces gives them 2 choices: They can either reinforce R1 at Ligny... **OR**...they retreat, but may ADD 4 cards from their "Hal" cards (not normally used) to their Waterloo deck & increase their muster by 2.

[The British kept forces back from Waterloo to guard their strategic Right flank at Hal. It is assumed that a victory at QB would have given Wellington the option / confidence to bolster up at Waterloo].

**Ligny:** The French must win or Draw here to progress the campaign ! The rule for the Prussians is a bit more

subtle. Each turn that the Prussians last at Ligny, improves their Reinforcements for the *Waterloo battle later*. The DECK size for the Prussians at *Waterloo* is not the basic 24 cards but starts at zero and is determined by how LONG the Prussians can fight it out at Ligny. For each PR turn that the Prussians are at Ligny, ADD 2 cards to their Waterloo deck size.

For example, if they last 11 turns at Ligny before they are forced to retreat, then their deck size for Waterloo will be 22 cards (the usual rule for Waterloo "activation". But this cannot occur before turn 3, and automatically occurs by turn 10.) This gives a challenge for the Prussians and makes the game more logical. Without this I feel the PR may just as well run for it on turn 1 at Ligny. Because they would a) retain their Waterloo forces anyway and... b) their Wavre forces would be untouched. Also the rule change gives the French a strong incentive to try & finish the Battle ASAP!! This counters a FR player, just sitting back & bombarding with his superior artillery all day...

[Historically the PR wanted to fight the FR at Ligny, as they were expecting the BR to put pressure on the FR as well.]

**Wavre:** The result of this battle determines how the PR reinforcements get through to Waterloo. IF the PR win or draw here there is no additional effect. At the instance of a FR win implement the following rules : 1). PR reinforcements at Waterloo deck are as normal this turn, but then on each succeeding turn are R1 only...

### C. Corrections

The following cards have corrected values / names

- # 053 value 15
- # 140 value 5
- # 214 value 4
- # 267, 268, 270, 271 all value 2.

# 274 value 5

Card # 255 should read III corps

Card 196 – French lancers *and* columns may target the emergency prone Infantry.

Card 197 – French artillery are -1cv to fire at Infantry ( only )

Card 293 is playable at Waterloo **only** ( there are no FR buildings to shoot at in Ligny / Wavre ). Card 292 is playable at *Ligny & Wavre* (exchanges with card 292)

ALL the “ Lost Order “ specials : *may not be played onto the Reserve position* (as this in effect “ blocks “ all

3 front line positions )

Hill terrain cards can stack ANY type of unit.

For the Battle of Wavre, the Prussian Muster is **M9**.

**Soult & Gneisenau** (Chief of Staff) cards. These generals **can** act as a replacement for a Corps commander of their army that is wounded or killed. Note this on paper, when/if it happens.

*Devised by*

Paul.Regulski@scotland.gsi.gov.uk

**P**



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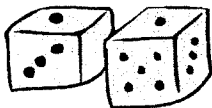
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# **BATTLEDICE**

## **a dice-based combat variant for DGA's *Battlecards***

**by Paul O'Connor**



DGA's *Battlecards* series provides a fun, simple, and reasonably fast-paced take on WWII combat on land, at sea, and in the air. Players seeking a slightly quicker combat system with more easily anticipated results may wish to substitute this simple dice-based variant for the card-driven resolution system used by the game.

To resolve any attack, simply determine the difference between attack and defense values, multiply by four, and try to roll that number or less on percentile dice. A result of "01" is always a hit, while "00" is always a miss.

For example, assume a ME-262 jet fighter is attacking a Supermarine Spitfire. The ME-262's air attack value is 14, while the Spitfire has an air defense of 6. The difference between the values is eight, which when multiplied by four yields a 32% chance of shooting down the Spitfire. A roll of 01-32 on percentile dice kills the Spit, while a roll of 33-00 is a miss.

**IMPORTANT:** *When using this variant, be sure to re-shuffle the Conflict Deck following EVERY battle.*

There are a couple drawbacks to this method. The odds created by this dice-based system are not exactly the same as those generated by flipping Conflict Cards for random numbers, but the results are close enough that I haven't lost any sleep over it. A more serious side-effect is the possible rapid recycling of Conflict Cards caused by

frequent re-shuffling, but re-shuffling is required to maintain the semi-random flow of Conflict Cards through the game. Players may wish to experiment with limiting the re-shuffle of some critical cards (like the Atomic Bomb), or just do as I have, and accept a slightly higher level of unpredictability in the game.

On the plus side, I've found this system a bit faster than flipping cards to resolve battles. I've also found that knowing your target number allows greater anticipation of success or failure for each attack. Knowing that I have a 32% chance of a kill is more intuitive for me than knowing I need to draw a number greater than six but less than fifteen in a base twenty-five Conflict Deck. The result is that combat feels a little less random, and speed improves because you rarely need to double-check any cards to see if your result falls within a specific spread of numbers.

For players not wishing to perform calculations in their heads, the following combat chart is provided.

**Battlecards Combat Chart**

<u>Diff.</u>	<u>Hits on</u>	<u>Diff.</u>	<u>Hits on</u>
25+	99	12	48
24	96	11	44
23	92	10	40
22	88	09	36
21	84	08	32
20	80	07	28
19	76	06	24
18	72	05	20
17	68	04	16
16	64	03	12
15	60	02	08
14	56	01	04
13	52	00	01

P



## Interview with Richard Berg



By Gary Graber

*I had a chance to sit down and talk with well-known game designer and personality Richard Berg at the ConsimWorld convention this summer. Besides publishing through more established companies, Richard does wargames through BSO, his own desktop publishing (DTP) company. In the midst of all the fun in Tempe, we sat down at one of the gaming tables in the grand ballroom and had a chat.*

**GWG:** Thanks for joining me, Richard. I was wanting to ask you about your BSO designs. What got you into that, since you're published by so many companies?

**RHB:** Well, the first BSO game I did was *Kingdom for a Horse*. I was trying to see if there was any company who'd buy it. A couple of companies were doing DTP, and I thought, there must be a way to sell some of these games, fiddle around with systems and ideas, and maybe do a couple of games that I'd done and nobody wanted. And so I did *Kingdom for a Horse*, which did very nicely; it cost only around \$9. And then, I did *The Devil's Horsemen*, which was the title of the Liegnitz game, and then the *Gringos* game, which turned into the *Rough and Ready* game in *S&T*. By the time of these three, I had steady customers. I sell about 200 or so of a title, with about 100 and something right off the bat. That's about what most DTP companies sell. Anyway, I told myself, there'd be no mounting counters, players could do it themselves. But I'll do them a favor, I'm not going to back print them. So you do them and tape the map together, and that's it. They're all about half price from non-DTP games. For me, I get to do a lot of subjects that I probably wouldn't do anywhere else.

**GWG:** With your name recognition and reputation, isn't it true that most anything you would design would be picked up by others?

**RHB:** No, because some stuff just isn't going to sell.

**GWG:** Really? Like *Kingdom for a Horse*? You don't think that someone would have...

**RHB:** No. If you threw it into a box with some other games, yes. That's what *Men of Iron* did. I took the system in those medieval games, and I went to GMT and said, "Look, people like this system, why don't we do a quad game?" *Men of Iron* is like, several battles in a box. They all play in an hour to an hour and a half, the system is simple, and it's very colorful.

**GWG:** What's the most popular game you've done on your own?

**RHB:** The most popular game I did was *Longbow*. It covered Crecy, Poitiers, and that's where you got that freebie *Agincourt* game you could download.

**GWG:** That's your most popular in terms of sales?

**RHB:** It's either that or *Confederate Rails*.

**GWG:** I heard you mention earlier that that's the one game you think might benefit from a boxed format.

**RHB:** Yeah. It was originally a GMT P-500 game. It got to around 375, and it sort of sat there, and I told them, "Why don't I just run it through BSO?" I was very much aware that they were very concerned about how it sold. Railroad gamers don't like it at all. It's not that they think it's a bad game, they just can't do what they want to do. Railroad gamers—that's the wrong

term, they're railroad *building* gamers—that's all they do. They're not interested in running railroads, they're interested in building railroads. And *Confederate Rails* is *running* a railroad.

GWG: And the destruction of railroads...

RHB: Yeah, the destruction of the Confederate rail line. To that extent, it's something of a wargame.

GWG: What do you think of the theory of this "P-500" or "P-300" thing. A good idea?

RHB: It's the way to go, yeah. It's the only way these companies can ensure what they're coming out with will at least cover their costs of production.

GWG: I've heard it said that P-500 doesn't cover the costs...

RHB: Well, no, but it's a mathematical logarithm that's an indicator of what the sales are going to be, and how fast the game is going to sell...

GWG: Right.

RHB: So they know that if game X reaches 600 sales after Y weeks, they know that they'll eventually sell so many games in an eighteen month period. Eighteen months is your "sales period". After that, it's inventory problems.

GWG: Does this P-500 method indicate more shrinkage in the hobby?

RHB: No... sales are going up.

GWG: Up?

RHB: Yes, in general, by around 10 to 15%. Not every game, but I know there are larger print runs now.

GWG: Where do you see DTP stuff fitting in to all this? Sort of feeding ideas into the system?

RHB: I think in the next five to ten years it will stay like it is. You really can't tell beyond that. They do feed an area of the hobby that the companies can't feed. They can't publish games on little known battles... like Lundy's Lane, 1812. Nobody's going to buy that...

GWG: At least not in the numbers that they need.

RHB: Well, you might sell four or five hundred in a boxed edition. So DTP is essentially reaching as many people as anybody else with what they're doing.

GWG: I know that when I saw that you were going into the BSO stuff, I felt it lent credibility to things DTP companies were doing. Have you heard that from others, "I'm glad you're on board, Richard"?

RHB: Well, a lot of people are glad that I'm doing it simply because it adds to what they do. You know, "This is good, let me try Kerry Anderson's games," or something like that.

GWG: What about the "die-cut counters" issue?

RHB: Rob Markham was doing a lot of DTP games. He was doing most everything short of a box; he bought himself a mounting machine. But I'm not going to get into that.

GWG: I know there's always that tendency to want to take it to the next level, "Let's go to die-cut counters"...

RHB: If the game really takes off, I'd just place it with somebody else.

GWG: Yeah.

RHB: I've got two BSO games that companies are seriously considering. And they're not put off by the fact that 150 people have it already; those people will buy the new edition anyway.

GWG: I agree. How many games have you designed?

RHB: Total? I think it's 120 and something. I'm way ahead of whoever's third, and I'm actually closing in on Dunnigan.

GWG: What's his total?

RHB: I forget, but I think it's 170 something or other.

GWG: I wouldn't even venture a guess who number three would be. Let's talk about your design approach. In the old days, some designers stayed with a particular focus. But with you, you'd do



different things, like something on the middle ages, World War Two, the Civil War...

RHB: I'm very eclectic.

GWG: You bring in a lot of the religious themes too, like having a Pope counter...

RHB: Well, you cannot, in games prior to the Age of Reason, overestimate the power that religion had on society, people, countries. People didn't use religion as a way of dealing with everyday problems the way we do now. Then, religion *was* life.

GWG: Well, I always liked the way that you incorporated this into your games. I mean, how could someone do a game on the Crusades without acknowledging religious factors?

RHB: *Paper Wars* recently did a review of *Medieval*, which I did with GMT. It's interesting to me because the reviewer compares it with *Empires of the Middle Ages*, and shows how each game covers each subject.

GWG: Did you do *Empires of the Middle Ages*?

RHB: No, that's a Jim Dunnigan game. And not one of my favorites by the way.... It's a game where nobody ever moves anything. There's no motion, there's nothing happening.

GWG: There's no incentive to move?

RHB: Well, it's just there's nothing happening. I've played it with Jim Dunnigan, Redmond Simonsen, Eric Goldberg, and Al Nofi, and nothing was happening!

GWG: And *Medieval* is different.

RHB: I think it is one of the more creative games I've ever done. The Mongol rule is one of the best things I've ever thought up.

GWG: How does it work?

RHB: Well, when the Mongols start coming on, remember the map is on cards, and the Mongols come on and eat the map. So that part of the world no longer exists.

GWG: So the mechanism stresses cooperation between players?

RHB: No, more like just trying to survive! You sic the Mongols on somebody else, is what it is.

GWG: And the map is like the *Blue vs. Gray* card game.

RHB: Same system, Evan Jones' Enigma system. There are no other similarities between the two games. Evan was nice enough to say, "Sure, you can borrow from me".

GWG: That's what we all do, I think.

RHB: Some people didn't like *Blue vs. Gray*...

GWG: The rules were a little spotty, I thought...

RHB: Well, they always are, it's a new system. With *Medieval*, you have to be an aggressive, risk-taking player. Guys who like to plan everything, the perfect plan mentality, which is great with *Russian Campaign* or *Afrika Korps*... it doesn't work with *Medieval* at all. But it was popular enough to get into Don-Con as a WBC tournament.

GWG: What do you think is up next with BSO, or for you?

RHB: The next BSO game is *Louisiana Tigers*, which is my Civil War tactical system. I had started to do this with MMP, sort of "*Squad Leader* goes Civil War" about five years ago, but I dropped it, I couldn't get "the hook". The "hook" is, what makes the gamer want to play the game *again*. Gamers will play anything once, you know, if it's a subject matter of interest, the hook is what gets them to play it again. I came back to it again and I realized that as I did with other stuff, "Well, let's put it in as a BSO game and see how they like it". Other BSO games I've got are *Lonestar*, which is the Texas Revolution, a game on ancient Sicily, and *Coup d'etat*, which is this really great system, but is a game I don't think I can actually sell to a lot of people...

*continued on page 58*



# RISING SUN

James E. Meldrum



World War Two in the Pacific is full of what-if and should have beens. History presents a myriad of questions that beg for answers, even if only as speculation. Since the end of that conflict 50 years ago, historians (and many gamers) have since asked themselves what the outcome of that conflict would have been if different decisions were made and implemented, or if things had just turned out differently.

*Rising Sun* is Avalon Hill's excellent Pacific Theater companion game for its *Third Reich* game which simulates the Second World War throughout Europe, North Africa, and Russia at the strategic level. More than any other game on the market, the latest editions of *Rising Sun* and *Third Reich* do a splendid job of simulating nearly every possible strategic variation that could have affected the outcome of the Second World War in the Pacific. One significant variant is the impact of technology on weapons development in World War Two and the ability of the belligerent nations to develop new weaponry. This factor has also been dealt with extensively in the latest editions of these games. In spite of the extremely thorough treatment Avalon Hill has given variant situations there are still a few more hypothetical situations that can be considered that might have affected the outcome of the war in the Pacific. Many of these take the form of pre-war circumstances that could have altered the starting conditions of the conflict like the Washington Naval Limitation Treaty, or of war plans devised and continually updated long before hostilities began. In all cases the variants presented here will be assumed to be used while

playing *Rising Sun* by itself (not combined with *Third Reich*).

## *Washington Naval Limitation Treaty*

One item worth considering as a variant is the effect the Washington Naval treaties of 1922 could have had on World War Two if they had never been implemented. The Washington Naval Limitation treaties were arms control measures which had the effect of limiting the growth of the major naval power navies. Specifically, the Washington Naval treaties limited the numbers of ships as well as the tonnages and armaments of each type of warship. This meant that each country was limited to specific numbers of aircraft carriers, battleships, and battlecruisers. As a result many new types of battleships and battlecruisers were never built or scrapped, and many pre-dreadnought battleships (mostly obsolete by this time) were scrapped. Additionally, restrictions were placed on the tonnages and armaments of heavy and light cruisers, and submarines.

This variant is intended for use with either the campaign game or the 1942 scenario. Where locations for US fortifications in this variant are mentioned in the 1942 scenario and the location in the scenario is currently under Japanese control, the Japanese player will place a fort in that location instead of the US player. This should be an issue only in the 1942 scenario.

To begin in this variant, set up naval bases for both the US and Japanese. The Japanese player will use both Japanese and German fortification markers in this variant (total 22). The US/British player will use the Russian fortification markers. After setting up

their fortifications the players will then set up their units per the scenario instructions.

Suggested Japanese fortification deployments are one fort each in:

Formosa - R10	Okinawa - Q8
Saipan - U1	Palau - Z4
Woleai - Z2	Hainan - U14
Iwo Jima - R3	Marcus - R24
Kwajalein - Z20	Wotje - W19
Majuro - Z24	Ponape - Z21

The Japanese player should try to build forts at the following locations as soon as it is possible/practical:

Andaman - Z20	Manila - W10
Timor - JJ7	Hollandia - FF2
Lae - GG25	Rabaul - FF23
Tarawa - BB17	Midway - M14
Wake - R19	

Suggested Japanese fortification deployments are one fort each in:

Trincomalee- CC24	Manila - W10
Davao - AA8	Guam - V1
Darwin - KK5	Pearl Harbor - P7
Wake - R14	Johnston - R11
Samoa - JJ9	

Next, all ship (only) builds for both sides arrive two turns earlier than indicated. Both the US and Britain may add seven fleet factors to their totals and Japan may add ten simulating naval construction never completed due to provisions of the Washington Naval Limitation treaties. Incorporate all provisions of Japanese variants 6, 7, and 10 in this scenario. Use Allied variants 1, 4, 6, and 10. Double the size of all US air, naval, and ground units beginning the game in the Philippines. Add two extra ground and naval factors to the British forces beginning the game in Singapore.

Furthermore, the major naval nations—who were signatories to the Washington Naval treaties—were restricted to how they could fortify their naval bases. Prior to World War Two, for example, the US planned to fortify Hawaii, the Philippines, the

Aleutians, and the Panama Canal Zone heavily. An extensive network of air bases and smaller naval bases were planned for islands across the Pacific and Caribbean. None of these were built or those that were were greatly reduced in capacity. Likewise Britain planned an even greater degree of fortification for Gibraltar and Singapore. Japan planned to build a series of heavily fortified secret air and naval bases throughout the Japanese mandated islands and proceeded to do so in spite of the treaty.

This variant attempts to explore what the impact on World War Two would have been if the various countries proceeded with their naval construction and basing programs without restriction as though the Washington Naval treaties had never existed. Both the Allies and Axis powers would have built much larger navies supported by networks of heavily fortified air and naval bases.

### *Japanese Allies*

Another interesting feature of the war in the Pacific was that Japan was almost completely isolated, without allies unlike German and Italy in Europe who had a collection of numerous small allied nations participating with them as belligerents. Thailand was the only country remotely resembling an ally for the Japanese but had little actual effect on the war. This variant assumes that Thailand played a much larger part in the war, and that Japan was able to rally anti-colonial movements throughout Asia to aid in the fight against the US and Great Britain.

This variant is intended for use with the campaign game, 1942 and 1944 scenarios. Start by placing both the Thai units from the regular game, then add two naval factors, one Japanese 1-3 air unit (representing Thai air units) in

Bankok. All of these forces are in addition to the normal Thai units from the regular game and may not be rebuilt or replaced if eliminated by enemy action.

Also use Japanese variant rules 1 and 2 to allow 4 Indian National units to be built. Also allow this variant to be used with the 1944 scenario. Let the Japanese player now build one Indian National unit to be built for every two Indian factors of ground units destroyed. Delete both of the Filipino units at the start of the 1942 scenario. Four Chinese puppet units may begin play as initial Japanese units anywhere in Japanese controlled areas of China.

### *Allied Naval Disasters*

These variants attempt to explore the hypothetical effects of US naval disasters occurring at various points during the war and how they would have affected the outcome of the war in the Pacific.

This variant assumes that the US lost the Battle of Midway disastrously and is intended to be used with the 1942 scenario. The game begins in the aftermath of the Battle of Midway. Set up the 1942 scenario normally, then make the following modifications:

1. Remove one Japanese CV, two naval air factors, and one FF from play.
2. Place one Japanese 1-2 infantry unit on Midway; Japan now controls Midway.
3. Reduce the current Japanese BRP level to 95.
4. Remove three US CV, five naval air factors from play.
5. Reduce the current US BRP level to 110.

### *Leyte Gulf*

Its hard to image how the US could have lost the Battle of Leyte Gulf but in this variant for the 1944 scenario the Japanese have won an impressive but

tremendously expensive victory at Leyte Gulf. Set up the 1944 scenario normally, then make the following modifications:

1. Deploy all of the units designated to begin play at Pearl Harbor anywhere within two hexes of Leyte (Y8) and remove the following US factors: 2 CV, 3 FF, 1 CVL, 3 CVE, 15 NAF, 5 AF, 2 infantry factors.
2. Remove the following Japanese factors: 1 CV, 2 FF, 2 CVL, 10 NAF, 5 infantry factors.
3. US fleet bases exist on Yap (Y4) and Ulithi (Y3).
4. Reduce the current US BRP level by 75 and the current Japanese BRP level by 50.
5. The Japanese hold all of the Philippine Islands at the start of the game.

### *The Sum of All Fears*

Another US naval disaster—improbable as it may seem—would be what could have happened if the Japanese invaded and occupied Hawaii at the start of the war. In the aftermath of the Pearl Harbor attack there was an invasion scare that the Japanese might seize Hawaii since US air and sea power in the immediate area had been smashed. US commanders in Hawaii feared an insurrection that could easily have aided an invasion. This was the nightmare feared by many US naval planners at the start of the war, although these fears were baseless given a realistic assessment of Japan military commitments elsewhere in the Pacific. For the purposes of speculation, however, let's assume Japan was able to seize Hawaii with the air of an insurrection and forced the US Pacific Fleet to evacuate.

This variant is intended for use with the campaign game so set it up normally, then make the following adjustments:

1. Remove seven of the fleet factors beginning the game at Pearl Harbor from play and consider them destroyed. Remove three US infantry factors from play and place the remainder on Hawaii (P6). Place all remaining US factors beginning the game at Pearl Harbor anywhere in the Pacific including the US west coast, any US possession, or Australia. Remove all US land based air factors starting in Hawaii and consider them destroyed.

2. Oahu is now a Japanese possession and three infantry and two air factors are based there.

3. Remove all US air units in the Philippines and consider them destroyed. Remove the replacement factor and one of the Filipino units and consider them destroyed.

4. Remove all of the US units beginning the game at Midway and Wake and consider them destroyed. Japan now controls Midway and Wake Islands.

5. Remove six Japanese infantry factors, one fleet factor, one air factor, and 10 BRPs from the current level to simulate early war losses.

6. As a further option, roll one die for each US CV; on a roll of 1 or 6 the CV is considered destroyed at Pearl Harbor. This option may be played only on mutual agreement of both players.

#### *Japan Attacks as Expected*

Pre-war US planning anticipated a major Japanese attack in the Philippine Islands at the start of any war with Japan, not at Pearl Harbor. This variant is for use with the campaign game and supposes Japanese forces used a much more conservative strategy choosing to attack much closer to home. Set up the campaign game normally and make the following changes:

1. The Japanese player may not attack any US units beginning the game

at Pearl Harbor.

2. On game turn one the Japanese player *must* attack US and British forces at Midway, Guam, Wake, the Philippines, and Singapore.

3. The Allied unpreparedness rule must be used.

4. Japanese submarines may attack anywhere on the map without restriction.

#### *At Dawn We Fought*

Japanese naval planners were afraid that somehow the US would learn of the impending strike at Pearl Harbor and prepare accordingly. Pre-war Japanese estimates even assumed that the Pearl Harbor operation might cost them as many as two of their carriers and airgroups. This hypothetical variant for the campaign game supposes that somehow US forces were alerted in time, and that the US did manage to counterattack at Hawaii with one or more of the CV battlegroups already at sea. The end result is that while the US has been seriously hurt at Hawaii and elsewhere, so have the Japanese.

1. Remove two Japanese CVs from play together with their air groups, and remove one fleet factor.

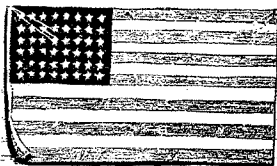
2. Remove eight of the fleet factors beginning the game at Pearl Harbor from play and consider them destroyed.

3. Remove all US land based air factors starting in Hawaii and consider them destroyed.

4. Japanese submarines may attack anywhere on the map without restriction.

5. Remove one of the US CV units and its airgroup from play

6. As a further option, this variant may be combined with the preceding Japan Attacks as Expected variant. If this is done, on game turn one the



Japanese player *must* also attack US and British forces at Midway, Guam, Wake, the Philippines, and Singapore.

The Allied unpreparedness rule must be used for attacks at Midway, Guam, Wake, the Philippines, and Singapore.

### *Secret Japanese Island Bases*

This is another variant for the campaign game that tries to introduce a little extra uncertainty into the early phase of the campaign game by concealing the actual locations of Japanese bases in the Pacific. Between the wars Japan made an effort to build air and naval bases throughout island possessions in the Pacific and went to great lengths to conceal them as much as possible. There was a fair amount of pre-war espionage directed at discovering the actual locations and extent of fortification of these bases. In fact, the Amelia Earhart flight may possibly have been a cover for a long range aerial photographic mission whose objective was to photograph the Japanese forward fleet base at Truk. The US Navy knew that the Japanese were building bases throughout the Pacific but not all of their locations or capabilities were known. The carrier probes of the central and southern Pacific islands by US carrier groups right after Pearl Harbor were reconnaissance missions to test Japanese defenses and locate their bases.

To play this variant, the Japanese player establishes his bases as desired in any Japanese possession or controlled area per the campaign scenario instructions, but *does not place the base or fortification marker on the map*. Instead, Japanese base or fortification markers are kept off map and their locations together with the numbers and types of factors they contain is recorded on a piece of scratch paper until it may be revealed some time later in the

game. The Japanese player must calculate movement to and from each concealed base together with any relevant ranges without placing a base or fortification marker on map. Any units the base contains may move openly. Units from a concealed base may attack without revealing the location of the base.

The Allied player may search for and reveal bases or fortifications only by executing a successful naval search operation per the naval search rules. The Allied player obviously knows what geographic areas the Japanese player controls at the start of the game but he does not know for certain where Japanese bases exist and he is now faced with the dilemma of finding them before he can mount serious operations. Once a base or fortification marker has been revealed, that base or fortification marker is then placed on map immediately in its recorded location together with all numbers and types of factors it currently contains. After a base or fortification is revealed, it remains revealed for the remainder of the game.

Certain Japanese bases cannot be concealed because of their size, etc. These include Truk, Saipan, Kwajalein, and any base in Japan. Any other major port or city like Darwin, Manila, Saigon, or Surabaya captured by the Japanese cannot be concealed.

This variant could possibly be combined with the Washington Naval Limitation Treaty variant but it would drastically complicate the game with an excessively large number of bases and fortifications. This variant works much better with smaller numbers of bases and fortifications. P





# Tsaritsyn

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## Introduction

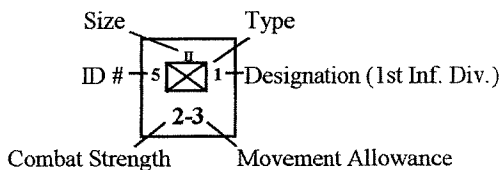
*Tsaritsyn* is a two-player simulation of perhaps the most pivotal battle of the Russian Civil War. Here, White Russian forces in southern Russia under General Wrangel fought to break through Soviet Red Army forces attempting to conduct a Verdun-like defense of the city of Tsaritsyn in the early summer of 1919. Capture of this city would allow the Whites to break into the very center of Soviet Russia from which they could advance on Moscow and drive the Reds from power. Historically the White Russian forces of southern Russia did succeed in capturing Tsaritsyn, representing the height of their success. Unfortunately for them, however, they were unable to consolidate their gains and gather enough strength to advance much beyond the city of Tsaritsyn. A little over twenty years later the German Army had much the same problem when the city was known by a different name - Stalingrad.

## I. MAP AND COUNTERS

The map is divided into hexagons (hexes) which define unit positions like the squares on a chess board. The map also shows militarily significant terrain like towns (hex 0604), rough terrain (0905), clear (0209, 0210), fortifications (0907), rail lines, and rivers. Each land hex measures about a mile and a half across. North points toward the top of the map, South towards the bottom. A Volga River hex containing less than 25% land is not in play for land units (hex 1110, 1210, 1205).

The units represent White (non-communist) and Red (Soviet/communist) military units participating in operations on the eastern front during mid-1919. Red Russian units are red, and White Russian units are blue. Units are battalions (II) or regiments (III). Units may be mounted before being cut prior to play.

Unit types are represented by symbols: x = infantry, / = cavalry, • = artillery, o = tanks, + HQ, S = Sailors, GB = gunboat, AT = armored train, M = Militia.



**Combat Strength** - Represents the unit's battle strength; higher numbers are better.

**Movement Allowance** - Represents the unit's ability to move; higher numbers are better.

**Designation** - Represents the unit's official divisional name and is included for historical interest.

## II. GAME LENGTH

Designate one player to decide the game's length (flip a coin to determine this player if you cannot agree). This player decides how many turns the game will last (minimum to declare is 7, maximum is 14), and announces this to his opponent.

His opponent then decides which side he will play. Alternatively, you may agree on sides and game length (such as, say, 12 turns) with your opponent before play if you wish.

### III. VICTORY CONDITIONS

The White player wins the instant he occupies (or was the last to occupy) all three Tsaritsyn hexes while keeping a line of hexes free of enemy units or their zones of control from these Tsaritsyn hexes to the south edge of the map. (Historical result) The game immediately ends if this occurs.

The game is drawn if the White player does not win, but is able to exit at least four cavalry units off the north edge of the map while keeping a line of hexes free of enemy units or their zones of control at the moment of exiting, by the end of turn seven (even if the game lasts longer than seven turns).

The Red player wins if neither the above has been accomplished by the end of the game.

### IV. SEQUENCE OF PLAY

There are a variable number of turns (as determined in section II) in this game (two game turns represent one day). Each turn is divided into phases which must be followed in the exact order given. All actions in one phase must be completed before other phases can begin.

1. *White Reinforcement Phase:* White reinforcement units may enter play.
2. *White Movement Phase:* All White units may move.
3. *White Combat Phase:* All White units may conduct combat.
4. *White Mechanized Movement Phase:* All White cavalry, tank, and armored train units may move again.
5. *Red Reinforcement Phase:* Red reinforcement units may enter play.
6. *Red Movement Phase:* All Red units may move.
7. *Red Combat Phase:* All Red units may conduct combat.
8. *Red Mechanized Movement Phase:* All Red cavalry, tank, and armored train units may move again.

### V. MOVEMENT

Units are moved during the movement phase of each game turn. Movement always works the same way in each movement phase. Every unit has a movement allowance composed of movement points, representing the distance in hexes it may move in a single movement phase. Each unit spends movement points from its movement allowance as it moves. The exact number of movement points spent depends on the terrain in the hexes it moves through (refer to the *Terrain Effects Chart*). A player may move some, all, or none of his units as he desires in any direction or combination of directions. Units must end their movement for the phase when they enter an enemy zone of control (see section VII). *Examples: An infantry unit moving into a Clear hex costs one movement point; entering a Rough hex would cost two; crossing a River hexside to enter a Rough hex would cost three; entering a Rough hex that contained a Fortification would cost three.*

Units may always move at least one hex (including a hex whose entry cost is higher than the unit's movement allowance), including from one zone of control to another. Armored train unit movement is restricted entirely to rail line hexes. These units must halt movement as soon as they enter an enemy zone of control. River gunboat unit movement is restricted entirely to Volga River hexes. River gunboat unit movement is not restricted by enemy zones of control.

*Mechanized Movement Phase:* During a player's Mechanized Movement phase, only cavalry, tank, and armored train units may move.

#### VI. STACKING

Any number of units may move through a hex during the game but at the end of each movement and combat phase there may be only 3 White or 2 Red units in a hex (*exception:* tanks, armored trains, and HQ units do not count against stacking limits; any number of them may be in a hex without affecting stacking limits).

If units are forced to end their retreat in a hex that would then be overstacked, the retreating unit is eliminated.

#### VII. ZONES OF CONTROL

Infantry, cavalry, and sailor units have a zone of control (ZOC) consisting of the six hexes adjacent to the hex the unit occupies. Tanks, artillery, militia, HQ, armored trains, and gunboats do not have ZOC. Units that are moving must end their movement as soon as they enter an enemy zone of control. Units forced to retreat are eliminated if they have to retreat into or through an enemy zone of control. Reinforcement units may not appear in hexes into which an enemy zone of control projects. Units may never enter hexes occupied by enemy units.

#### VIII. COMBAT

Units may attack adjacent enemy units in the combat phase. Combat is never mandatory. The attacking player will designate which of his units is attacking and which enemy unit will be attacked. A single unit may attack once per turn, and be attacked once per turn. Once attacks have been announced they must be carried out. All attacking units in a hex must attack the same defending hex together. All units in a defending hex must be attacked together.

Attacks are resolved one at a time in any order the attacking player desires. Use the following procedure for resolving each attack.

1. Total the combat strengths of all attacking units, modify (if applicable) and total the combat strengths of all defending units.
2. Divide the total attacking strength by the total defensive strength of all defending units, dropping all fractions to get odds (*examples:* 12 factors attacking 4 is 3-1 odds; 11 attacking 4 is 2-1 odds; 7 attacking 7 is 1-1 odds; 6 attacking 7 is 1-2 odds) on the *Combat Results Table*. Attacks at greater than 6-1 odds are treated as 6-1; attacks at less than 1-2 odds are automatically "AE".
3. Apply any column shifts, if applicable. All modifications are cumulative.
4. Roll one die and cross index the number rolled with the appropriate odds column to determine a combat result.
5. Apply the combat result immediately.
6. If the defending hex has been vacated, the attacking unit or units may advance into the vacated hex.
7. Resolve the next attack; when all attacks are resolved the combat phase is over.

*Combined Arms:* Any time an infantry unit attacks a hex, and a cavalry, tank, or armored train unit attacks the same hex in the same combat, the attack odds are shifted one to the right. (See also *Red Collapse* in section IX.)

*Terrain Effects (See Terrain Effects Chart):* If a defending unit (or units) is occupying a rough terrain or Fortification hex, the combat strength of the unit is doubled. If all units in an attack are attacking across a river hexside, then the defense strength of the unit is doubled. If the defending unit is in a Tsaritsyn hex, then the defense strength of the unit is doubled (*exceptions:* Militia and Artillery

and Armored train units never are doubled when defending, no matter what hex they occupy). If more than one doubling terrain applies in a single combat, defenders are tripled on defense (units are never quadrupled). *Example: A Cavalry unit in a Rough hex that contains a Fortification would be tripled on defense. Clear (e.g. hex 0101, 0102), Town and rail line hexes have no effect on combat.*

*Combat Examples: (1) A Red 2-3 infantry and 1-2 militia unit are defending in a Clear hex, and are attacked by two White 3-3 infantry units from one hex, a 2-3 artillery from two hexes away, and a 2-3 cavalry unit from another adjacent hex. Odds are 10-3, which rounds down to 3-1 odds. This is modified to 4-1 because of the Combined Arms shift. Final odds are 4-1. A 3 is rolled meaning an Exchange occurs. The Reds elect to eliminate the militia unit, and the Whites choose to eliminate the cavalry unit. (2) Let's use the previous example, but with the Reds defending in a Fortification hex in rough terrain, and the Whites using a 2-4 tank instead of the 2-3 cavalry. Before odds are computed, both Reds must roll for tank fright. The infantry rolls a 2 and remains, the militia rolls a 6 and is retreated one hex and inverted. Initial odds are 10-9, or 1-1, as the defending infantry is tripled. Odds are shifted one to the right due to Combined Arms, so final odds are 2-1. A 1 is rolled (Exchange), so the Red infantry is eliminated. The Whites elect to eliminate the tank, and advance the two infantry units into the vacated hex. Note that had the militia unit remained, odds would have been 10-10, or 1-1 (before Combined Arms shift), since militia is never doubled (or tripled) on defense.*

**Advance After Combat:** If an attack forces a unit to either retreat or eliminates it in combat, then the attacking units may advance into the hex vacated by the defending unit regardless of enemy zones of control. The option to advance must be taken before any other attacks can be resolved.

**Retreats:** A unit that must retreat off map, into a non-land Volga River hex, into or through an enemy ZOC, or ends up in an overstacked hex, is eliminated.

**Combat Results:** Results on the combat results table are as follows.

**DR** - Defender Retreat; all defending units are retreated two hexes by the defender.

**AR** - Attacker Retreat; all attacking units are retreated two hexes by the attacker.

**DE** - Defender Eliminated; all defending units are eliminated.

**AE** - Attacker Eliminated; all attacking units are eliminated.

**EX** - Exchange; one defending unit (defender's choice) is eliminated, and one attacking unit (attacker's choice) is eliminated. *Exception:* The unit chosen for elimination must be adjacent to the attacked hex.

## IX. SPECIAL UNITS AND SITUATIONS

**Armored Trains:** Armored trains are composed of locomotives pulling armored rail cars carrying artillery and machine guns. These units may only move along rail lines (and Tsaritsyn hexes) and must halt their movement upon entering an enemy zone of control. Armored train units do not exert a zone of control, and are never doubled on defense. Their movement is unlimited (noted by an asterisk instead of a number for its movement allowance) but they must end their movement no further than four hexes away from any other friendly unit. Armored train units may project their strength two hexes in all directions when attacking, like artillery units. Armored train units defend with their printed combat strength.

**Artillery Units:** Artillery units may project their combat strength two hexes in all directions when attacking. When artillery units are attacked by enemy units, they defend with a strength of 1, no matter what their printed combat factor is. Artillery units do not exert a zone of control, and are never doubled on defense.

*Range:* Armored Train, Artillery and Gunboat units may project their strength two hexes in all directions when attacking, but only if no adjacent enemy is present. They may fire over friendly units, and into an adjacent (or two-hex range) Volga River hex (e.g. against a gunboat). They may attack independently of other units, but cannot project their strength to another hex when defending. Units that attack at two-hex range are not affected by adverse combat results.

*Cavalry Units:* Cavalry units function like infantry units except that they may move again during the mechanized movement phase. Cavalry units may ignore extra movement costs when crossing river hexsides. White Cavalry units may move off the North edge of the map to fulfill victory conditions. Once moved off board, they may not return.

*Tanks:* Tank units represent tanks and armored cars. At the start of each mechanized movement phase, the owning player must roll a die for each of his tank units to see if his tank units suffers a mechanical breakdown. On an even die roll the unit moves normally; on an odd die roll the unit may not move in that mechanized movement phase. Roll for each unit individually. Tanks do not exert zones of control, and may not cross river hexsides. Tanks do not roll for breakdown in the regular movement phase, just the mechanized movement phase.

*Tank Fright:* Anytime a White tank unit moves adjacent to a hex (or hexes) containing one (or more) Red infantry or militia unit, there is a chance the unit(s) will panic and retreat (*exception:* Red units across a river from a tank, or units in a Tsaritsyn hex do not roll for Tank Fright. See also *Headquarters*, below). When a tank finishes movement adjacent to a Red infantry unit(s) in either movement phase, the Red player rolls one die for each such unit after that movement phase is over: on a 1-4 the unit remains in place; on a 5-6 the unit retreats one hex and is flipped over (+1 to roll if unit is in Clear terrain). A unit rolls once per phase maximum, even if adjacent to more than one tank. The inverted unit loses its zone of control for the remainder of the current game turn. Units which cannot retreat are eliminated instead. (Tanks may not advance into a hex vacated due to Tank Fright.) Inverted units may not attack or move but may defend normally. At the start of the next turn, the inverted unit is flipped face up. Red militia units will automatically panic and retreat if a White tank unit finishes movement adjacent to them unless they are stacked with a non-militia unit. In that case, they individually roll for panic as an infantry unit does. White units never roll for Tank Fright.

*River Gunboats:* The river gunboat unit represents a group of small river gunboats moving on the Volga River. Movement is restricted entirely to full and partial Volga River hexes. It is not affected by enemy ZOC or the presence of land units in a hex. The gunboat unit has an unlimited movement allowance (noted by the asterisk instead of a number for its movement allowance). It does not exert a zone of control. When attacking it may project its combat strength two hexes in all directions (ignoring adverse CRT results). It defends normally; it may only be attacked by artillery or Armored train units, and ignores DR results when attacked.

*Fortifications:* Fortification hexes represent lines of WW1 style trenches and pill boxes. Units in Fortification hexes have their combat strength doubled when attacked, and ignore DR combat results.

*River Hexsides:* It costs most units +1 to cross a River hexside (e.g. crossing a River hexside into a Clear hex costs 2 movement points). Tank units may not cross river hexes. Cavalry units do not pay any penalty for crossing a river.

*Militia Units:* Militia units represent hastily raised formations of poorly trained infantry armed with a wide range of weapons. Each time the White player

captures a town, he may attempt to draw militia units from the population of the town. In the White reinforcement phase following the turn in which a town has been captured, the White player may roll a die once for each such town: a White militia unit will appear in that town on a roll of 1-3, with 4-6 meaning no effect, but White may roll for this town again during the reinforcement phase of the next turn. Only one militia unit may be drawn from a particular town during a game; if all White militia units have entered play, White gets no more from any other town (e.g. eliminated Militia units are not brought back into play). Militia units do not exert zones of control, and are never doubled on defense.

*Sailors:* Sailors are considered to be highly motivated infantry units for the purposes of this game. They are treated as infantry in all respects except they do not need to roll for Tank Fright.

*Red Collapse:* If White occupies (or was the last to pass through) all seven Towns on the map, the Reds are in *Collapse*. *Effects:* When in Collapse, all White attacks receive a one column shift to the right, and all Red attacks receive a one column shift to the left.

*Headquarters:* This unit represents collections of Soviet commissars who are capable of exhorting (bullying) Red troops to greater efforts. The HQ unit has two effects. (1) Anytime the HQ unit is stacked with a Soviet infantry, sailor, or cavalry unit, they may make a second combat die roll in an attack they are involved with if they are not satisfied with the first roll. This second die roll stands. (2) Units stacked with or adjacent to the HQ unit do not roll for Tank Fright.

#### X. SETTING UP

*REDS* set up first, within stacking limits, north of the Start Line.

*In any Tsaritsyn hex:* 1 tank unit, 1 HQ unit.

*In the Fortification hexes adjacent to the Start Line:* All Infantry and Artillery units of the 37th Infantry Division. Each Fortification hex must be occupied by at least one unit.

*In or adjacent to hex marked "Dum Cav":* All units of the Dumenko Cavalry Division (noted by "D" designation).

*In or adjacent to hex marked "38th":* All infantry, artillery, and sailor units of the 38th Infantry Division.

*In any Volga River hex:* 1 gunboat unit.

#### RED REINFORCEMENTS:

Turn 2: *In or adjacent to any town hex north of the Start Line not occupied by White:* 7 militia units, appearing within stacking limits, one per hex.

Turn 3: *On any rail line hex on the north map edge:* 1 armored train unit.

*WHITES* set up second, within stacking limits, south of the Start Line, with no White unit allowed to set up adjacent to a Red occupied hex.

*In or adjacent to Bassargino (in a rail line hex):* 1 armored train unit.

*In or adjacent to hexes marked "2nd Inf.":* All 2nd Infantry units, and the 2nd Artillery unit.

*In or adjacent to hex marked "3rd Cav":* All 3KC Cavalry units.

*In or adjacent to any hexes marked "3rd Inf.":* All 3rd Infantry units.

*In or adjacent to hex marked "3K":* All 3K Infantry units, and the 3K Artillery unit.

*In or adjacent to Yelchi:* 3 tank units.

*In any unoccupied hex south of the Start Line:* 5 militia units.



### WHITE REINFORCEMENTS:

Turn 2: *In Bassargino*: 2 armored train units

Turn 3: *In any hexes along the south map edge*: All 2KC Cavalry units.

### XI. VARIANTS

*Free Set Up*: Allow each side to set up their initial forces as desired on their respective sides of the start line. All reinforcements appear in the same locations and turns. All victory conditions remain the same.

*No Allied Participation*: Remove all White tanks except one. Use the 2KC Cavalry Division (normally appearing on turn 3 as a reinforcement) as an initial unit, to be set up anywhere south of the start line.

*More White Support*: Try removing all Red militia units to simulate more political support for the White cause.

*White Flexibility*: Allow White cavalry units to exit anytime during the game and still count for victory conditions (see section III).

*Red Tactical Advantage*: Allow Red to set up his units inverted. Turn them over after White has set up.

*More Red Support*: Try removing all White militia units to simulate more political support for the revolution.

*Designer*: James Meldrum    *Developer*: Gary Graber

### Terrain Effects Chart

<i>Terrain</i>	<i>Movement Cost to Enter</i>	<i>Effects on Combat</i>
Clear	1	no effect
Rough	2	Defender doubled*
River	+1 to cross**	Defender doubled*
Town	1	no effect
Fortification	+1 to enter	Defender doubled*; ignore DR results
Rail Line	as other terrain in hex	no effect
Tsaritsyn	1***	Defender doubled*
Volga River	Prohibited****	Prohibited
Start Line	no effect	no effect

\* Militia, Artillery, and Armored Trains are not doubled

\*\* Tanks may not cross; Cavalry costs +0 mp to cross

\*\*\* Tsaritsyn hexes are also considered Rail Line hexes (for Armored Trains)

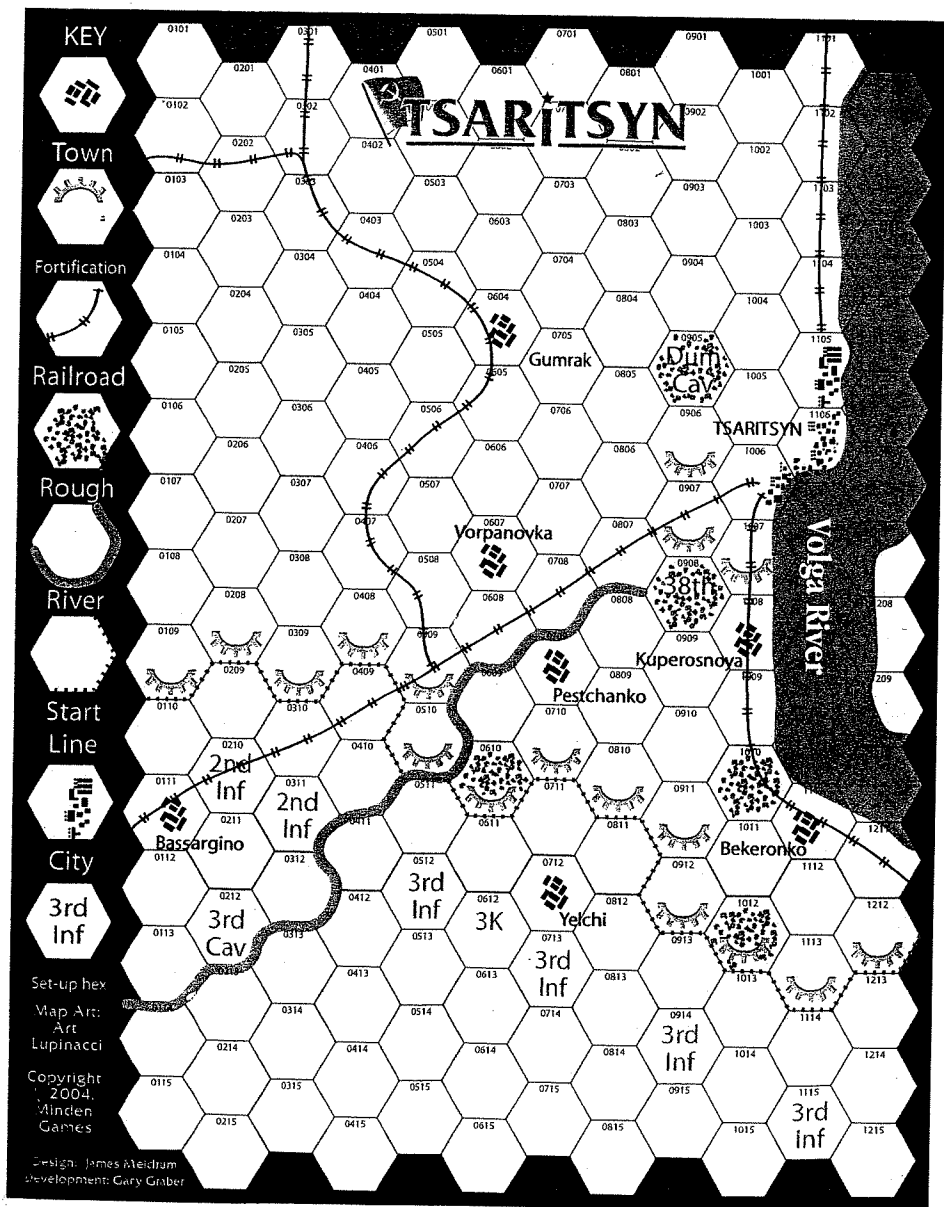
\*\*\*\* Gunboat may occupy Volga River hexes

Note: If two or more "doubled" effects occur in combat, eligible defenders are tripled. Movement costs are cumulative. Column shifts are cumulative.

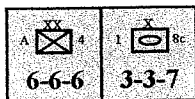
### Combat Results Table

Roll/Odds	1-2	1-1	2-1	3-1	4-1	5-1	6-1
1	DR	EX	EX	DE	DE	DE	DE
2	DR	DR	EX	EX	DE	DE	DE
3	AR	DR	DR	EX	EX	DE	DE
4	AR	DR	DR	DR	EX	EX	DE
5	AE	DR	DR	DR	DR	EX	EX
6	AE	AR	DR	DR	DR	DR	EX

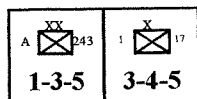
### *Tsaritsyn* Reference Map



# ASSAULT ON CHERBOURG



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## Instructions

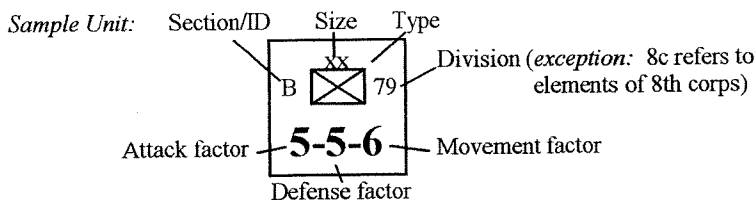
### Introduction

*Assault on Cherbourg* is a game based on the American drive on the harbor of Cherbourg in France in late June, 1944, following the D-Day invasion.

### I. COMPONENTS

*Assault on Cherbourg* comes with a map, counter set, and these rules. Also needed for play is a six-sided die, and paper and pencil.

**Units:** The units in the game depict the German and American units that fought in the actual campaign. German units are light red, and American units are green. Note that some infantry divisions on both sides are broken up into two sections, A and B (e.g. the 4th US Infantry Division is represented by two counters, labeled A and B). Units may be mounted before being cut prior to play.



**Size:** x = brigade, xx = division, xxx = corps

**Type:** x = infantry; o = armor; + = HQ (Headquarters); · = artillery

**Attack factor:** The unit's combat value when attacking

**Defense factor:** The unit's combat value when defending

**Movement factor:** The unit's movement value

**What If? Counters:** Noted by "w" in upper right hand corner (not used in basic game)

**Scale:** The game map represents the area where the fighting occurred, at a scale of approximately two miles to the hex. Partial hexes are in play. Each game turn represents one day, with game turn 1 being June 17, 1944.

### II. VICTORY CONDITIONS

Before play, players must secretly bid for sides. Any whole number 3 or higher may be bidden. Players simultaneously reveal their bid, with the low bidder playing the Americans, and the high bidder playing the Germans. (If bids are tied, each player rolls the die, with the low roll playing the Americans at the stated bid.) The winning bid is the number of turns in the game.

The Americans win by occupying all Cherbourg city hexes, *OR* eliminating the German HQ unit by the end of the game. The German player wins otherwise.

### III. SETTING UP

The Americans set up first. After the Americans have set up, the German sets up his units. All American units must set up *South* of the Start Line, and all Ger-

man units must set up *North* of the Start Line; German units may be placed in hexes adjacent to American units. All units of both sides must be set up within stacking limits.

#### AMERICANS

*4th Inf. Div. units:* In or within two hexes of hex 0211 (marked "4")

*9th Inf. Div. units:* In or within two hexes of hex 0104 (marked "9")

*79th Inf. Div. units:* In or within two hexes of hex 0108 (marked "79")

*Air units:* Keep off board

*All other units:* In any unoccupied hex South of the Start Line

#### GERMANS

*243rd Inf. Div. units:* In or within two hexes of hex 0403 (marked "243")

*91st Inf. Div. units:* In or within two hexes of hex 0406 (marked "91")

*709th Inf. Div. units:* In or within two hexes of hex 0509 (marked "709")

*932nd Arty units:* In or within two hexes of hex 0906 (marked "932")

*30th Arty units:* In or within two hexes of hex 0908 (marked "30")

*0-2-0 and 0-1-0 Arty units:* In any Fort hex, up to two per hex

*All other units:* In any unoccupied hex North of the Start Line

#### IV. SEQUENCE OF PLAY

Each turn consists of the following five phases, completed in this order each turn for the entire game.

1. *WEATHER* phase
2. *AMERICAN MOVEMENT* phase
3. *AMERICAN COMBAT* phase
4. *GERMAN MOVEMENT* phase
5. *GERMAN COMBAT* phase

The game is over after the bidden number of turns have been played or when the Americans have fulfilled their victory conditions (see section II).

#### V. WEATHER

Each turn, Weather will either be Good or Bad. During the Weather phase, roll on the *Weather Table* to determine the turn's Weather. Weather affects whether American Air units may be used during a turn; it does not affect anything else.

##### WEATHER TABLE

1 = *Bad*; 2-5 = *Good*; 6 = same as last turn (if rolled on turn 1, treat as "Good")

*Bad* = Americans *may not* use Air units this turn

*Good* = Americans *may* use Air units this turn

#### VI. STACKING

Any number of units may pass through a hex during a turn. At the end of each movement and each combat phase, one or more friendly units, up to a maximum of six defensive factors, may occupy the same hex (*exception:* HQ, 0-2-0, and 0-1-0 Artillery units do not count against stacking limits). If there is an excess, the owning player must eliminate units to bring the hex within stacking limits.

#### VII. ZONES OF CONTROL

All units have a Zone of Control (ZOC) (*exception:* HQ, 0-2-0, and 0-1-0 Artillery units do not have a ZOC). A unit's ZOC is the six hexes adjacent to the hex it is occupying. Units must end their movement when they enter an enemy

ZOC. Units may never move into an enemy occupied hex. ZOC do not force combat; combat is voluntary. Units may move from one enemy ZOC into another enemy ZOC, but they must end their movement at that time.

### VIII. REPLACEMENTS AND REINFORCEMENTS

There are no replacement or reinforcement units in the game. Eliminated units remain out of play the rest of the game.

### IX. MOVEMENT

A player may move all, some, or none of his units during his movement phase within the restrictions given below. A unit's movement factor is the number of movement points it is allowed to expend during each friendly movement phase. A unit must end its movement for the turn upon entering a hex in enemy ZOC (see section VII).

A unit may spend its movement points to enter adjacent hexes within the restrictions of terrain costs (see the *Terrain Effect Chart*, or TEC) and Zones of Control (ZOC). A unit's movement factor may not be exceeded, transferred, or saved up. Units may not move off the map, across a sea hexside, or into an enemy occupied hex. *Example: A German 1-2-5 infantry unit moves into a Clear hex (which costs 1 movement point to enter), a town hex (1 point), a Bocage hex via a Road (1*

### TERRAIN EFFECTS CHART

	<i>Cost to Enter</i>	<i>Effect on Combat</i>
Clear	1	none
Road	1*	as other terrain in hex
Bocage	2 Inf** 3 others	1 column shift left
Forest	2	1 column shift left
Flooded	3	none
Hills	2	defender doubled
Town	1	1 column shift left
City	1	defender doubled armor halved attacking into
Fort	as other terrain in hex	1 column shift left
Sea hexside cannot cross	—	
Start Line	no effect	none

### TEC Notes

\* if entering hex from Road hexside, otherwise as other terrain in hex

\*\* It costs Infantry 2 to enter a Bocage hex, and costs 3 for others (armor, artillery, and HQ)

Defenders in Bocage, Town, City, or Fort hex treat Eng combat results as "no effect".

Defenders in City or Fort hex treat DR\* combat results as "no effect".

All Effects on Combat are cumulative.

**Terrain Key Examples** *Town:* Beaumont (hex 1002). *City (ALL CAPS):* Cherbourg, Valognes. *Bocage:* hex 0306. *Hills:* hex 0909. *Flooded:* hex 0206. *Forest:* hex 0509. *Fort:* hex 0706. *Road:* hex 0803. *Sea:* blue area. *Start Line:* orange hexsides (e.g. between hex 0205 and hex 0305). *Clear:* Any hex not containing Town, City, Bocage, Forest, or Flooded (e.g. hex 0911, hex 0912). Partial hexes are in play, even if it has no grid coordinate (e.g. hex west of hex 0601).

point), then a Forest hex (2 points), so has used up its turn's movement allowance.

Units with a movement factor of zero may not move. All other units may always move a minimum of one hex in a friendly movement phase, regardless of terrain costs or enemy ZOC.

## X. COMBAT

Units may attack adjacent enemy units during their own combat phase. Attacking is always voluntary; units are never forced to attack. Units may attack and be attacked once per turn. The attacking player may declare and resolve attacks in any order he wishes, and may wait and see the result of one attack before deciding if he wants to attack somewhere else.

A unit may never split its attack factor; units attacking the same enemy hex from different hexes must combine their attack factor. Attacking units stacked together must attack the same defending hex. Defending units stacked in a single hex may never be attacked separately, their defense factors are combined into a single defense strength.

*Procedure:* You will compute the raw odds, modify these with column shifts and/or defense modifiers to get the final odds, roll the die, and then cross-reference the final odds column with the die roll on the *Combat Results Table* (CRT) to obtain the combat result. Results will be *Attacker Retreat* (AR), *Engaged* (Eng), *Defender Retreat* (DR), *Defender Retreat\** (DR\*), or *Defender Eliminated* (DE).

Combine the total attack strengths and combine the total defense strengths of the attack to be resolved, and compare them: if exactly equal the raw odds are 1-1, if not, compare the two totals as a ratio to attain the raw odds, expressed as attacker vs. defender, and round in favor of the defender to the nearest whole number. *Examples:* 14 to 5 = 2-1 odds, 8 to 3 = 2-1, 7 to 5 = 1-1, 4 to 5 = 1-2, 23 to 4 = 5-1. *Note:* Retain raw odds for the moment even if they are higher or lower than the odds shown on the CRT columns.

**ODDS MODIFICATION:** The raw odds may then be modified as specified. All column shifts and defense modifiers are cumulative. Combat with final odds

### COMBAT RESULTS TABLE

Roll/Odds	1—2	1—1	2—1	3—1	4—1	5—1
0	AR	AR	AR	Eng	Eng	DR
1	AR	AR	Eng	Eng	DR	DR*
2	AR	Eng	Eng	DR	DR	DE
3	AR	Eng	DR	DR	DR*	DE
4	Eng	DR	DR	DR	DE	DE
5	Eng	DR	DR	DR*	DE	DE
6	DR	DR	DR*	DE	DE	DE

AR = attackers must retreat 1 or 2 hexes (attacker's choice)

Eng = vs *Bocage, Town, City, or Fort hex*: no effect

vs *all other hexes*: defender must withdraw from the hex during his next movement phase, or must attack an adjacent hex in his next combat phase

DR = defenders must retreat 1 or 2 hexes (defender's choice)

DR\* = vs *City or Fort hex*: no effect

vs *all other hexes*: defenders must retreat 1 or 2 hexes (defender's choice)  
and if forced to retreat into or through enemy ZOC, eliminated instead

DE = defenders eliminated

worse than 1-2 are not allowed; final odds better than 5-1 are treated as 5-1.

*Terrain:* For terrain column shifts and defense modifiers, consult the TEC.

*American Airpower:* The American player has two Air units that he keeps off board. These two units may each be used once each turn during the American combat phase to Assist or to Interdict (*exception:* If the Weather is Bad, Air units may not be used). *Assisting:* After announcing the odds of a particular combat, the American player may, if he wishes, assist the attack with one or both of his Air units. For each Air unit that assists an attack, the odds are shifted one to the right. *Example:* An American 6-6-6 attacks a German 2-4-5 in Clear terrain. Odds are 6-4, or 1-1. The American decides to assist the combat with one of his Air units, so the odds are shifted to 2-1. *Interdiction:* The American player may use an Air unit to interdict an empty hex. Place the Air unit in the interdicted hex, where it stays for the rest of the game turn. German units may not enter (or retreat into) an interdicted hex. An Air unit may either assist combat or interdict in a turn, not both. An Air unit may not "attack" a unit on its own, only assist an attack, or interdict an empty hex.

*Armor vs. City Hex:* An armor unit attacking a defender that is in a city hex has its attack factor cut in half (rounded down).

*German Supply:* The German starts the game with eleven supply points. During any American attack, the German may elect to *support* against the attack by spending a supply point, thus applying a -1 die roll modifier to the ensuing resolution roll. There is no limit to usage of supply points, other than only one may be spent to support against a single attack, and when the supply points run out, there can be no further support given. Keep track of spent supply points separately.

*Combined Arms:* In any attack where at least one infantry unit and one armor unit are attacking the same defender, the odds shift one to the right as a combined arms benefit *UNLESS* the defender occupies a Bocage/Town/City/Fort hex, in which case no combined arms benefit occurs.

*COMBAT PROCEDURE:* Each separate combat follows these four steps: (a) calculate odds; (b) American announces if Air unit (or units) is assisting the attack or interdicting (disregard this step if a German attack); (c) German announces if supply support is being given against the attack (disregard this step if a German attack); (d) resolve combat.

*Combat Results:* See the *Combat Results Table* for details of combat results. Note that Eng and DR\* results depend on what kind of hex the defender occupies (see CRT). On AR/DR results, the owning player decides if the retreat will be one or two hexes, and its direction. Retreating units *may* move into or through enemy ZOC on AR/DR results. On DR\* results vs defenders in *non-City/Fort* hexes, units forced to retreat into or through enemy ZOC are eliminated. Units that must retreat via AR/DR/DR\* results off board, in excess of stacking limits, or into the Sea are eliminated. 0-2-0 and 0-1-0 Arty units forced to retreat are eliminated.

*Offensive Momentum:* Units that suffer an AR result may not attack the next turn (*exception:* This does not apply to Air units).

*Combat Example:* An American 5-5-6 infantry and 3-3-7 armor attack a German 1-3-5 in a Forest hex. Odds are 8-3, which rounds down to 2-1. This is shifted one column to the left because of the Forest, and one right because of combined arms, so odds stay at 2-1. The American decides to assist with one Air unit, bringing the odds to 3-1. The German decides to support with supplies. So, the attack will be rolled on the 3-1 column, with a -1 die roll modifier. A 2 is rolled,



*modified to 1, giving an "Engaged" result. The German must withdraw during his movement phase, or else must attack an adjacent hex if it does not withdraw.*

#### XI. ARTILLERY

Artillery functions as any other unit, except that it may "fire" two hexes during combat when involved in an attack. Simply add the artillery's attack factor to the attack, whether the defending unit is adjacent or two squares from the firing artillery unit. Artillery may not fire at a defender at two hex range unless a friendly unit (of any kind) is attacking that defender from an adjacent hex. Artillery may fire over a friendly or enemy hex to reach its target. Attacking artillery units firing at two-hex range are not affected by EX or AR results. Artillery may not target an empty hex; there must be a defender in it. Artillery defends normally (i.e. it may not fire two hexes when defending).

#### XII. COMMAND CONTROL

Command Control rules only affect section A and B infantry units. Specifically, this includes the two units of the US 4th Inf. Div., 9th Inf. Div., and 79th Inf. Div., and the two units of the German 91st Inf. Div., 243rd Inf. Div., and 709th Inf. Div. *Procedure:* As long as both units of a particular division are within two hexes of each other, there is no effect; the units both function normally. If the two units of a particular division are three or more hexes away from each other, both such units suffer a penalty of deducting one off each of its three ratings. *Example:* US 79th Div. "A" section unit is three hexes from section "B" of the same division; "A" now has ratings of 5-5-5, and "B" has ratings of 4-4-5. The penalty applies if, at the start of any phase of a turn, the units are three or more hexes away from one another, and lasts until the start of a phase when they are two or fewer hexes away from one another. This penalty also applies if one of the two units has been eliminated. *Example:* German 91st Div. "B" unit has been eliminated during the American combat phase; the 91st "A" unit therefore will have ratings of 1-2-4 starting with the ensuing German movement phase.

#### XIII. GERMAN COLLAPSE

In any American combat phase where the Americans currently occupy (or were the last to pass through) eight or more town and/or city hexes anywhere on the map, all American attacks that phase get a bonus shift of one column to the right, due to German Collapse. *Example:* Let's say the Americans hold eight town/city hexes, putting the Germans in Collapse; combat odds in a particular attack came to 3-1, which is modified to 4-1 because of Collapse.

#### XIV. OPTIONAL RULES

Players may agree to use any of the following options, as desired.

**ADDITIONAL GERMAN DEFENDERS:** Add the two units of the German 266th Infantry Division to the German's set up. They may be set up in any occupied or unoccupied hex North of the Start Line, within stacking limits.

**ADDITIONAL GERMAN SUPPLIES:** The Germans start the game with 22 supply points, representing a plentiful German supply situation.

**BAD WEATHER:** If a 6 is rolled for turn 1's Weather, consider the Weather to be Bad.

**AMERICAN NAVAL POWER:** Add the Naval unit. Keep off board (like an Air unit). The Naval unit functions exactly like an Air unit in all respects, except that it can only be used against hexes within four hexes of the Cherbourg coast, and it can only be used on one (non-Bad Weather) game turn.

**MOVEMENT INTO COMBAT:** If a unit expends over half its movement factor in a turn, that unit attacks at one-half its attack factor (rounded down) that turn. *Example: A 6-6-6 moves through two Bocage hexes, expending four movement factors, and so attacks an adjacent German with 3 attack factors. Had the 6-6-6 expended three or fewer movement factors, it would attack at full strength of 6.*

#### Designer's Notes

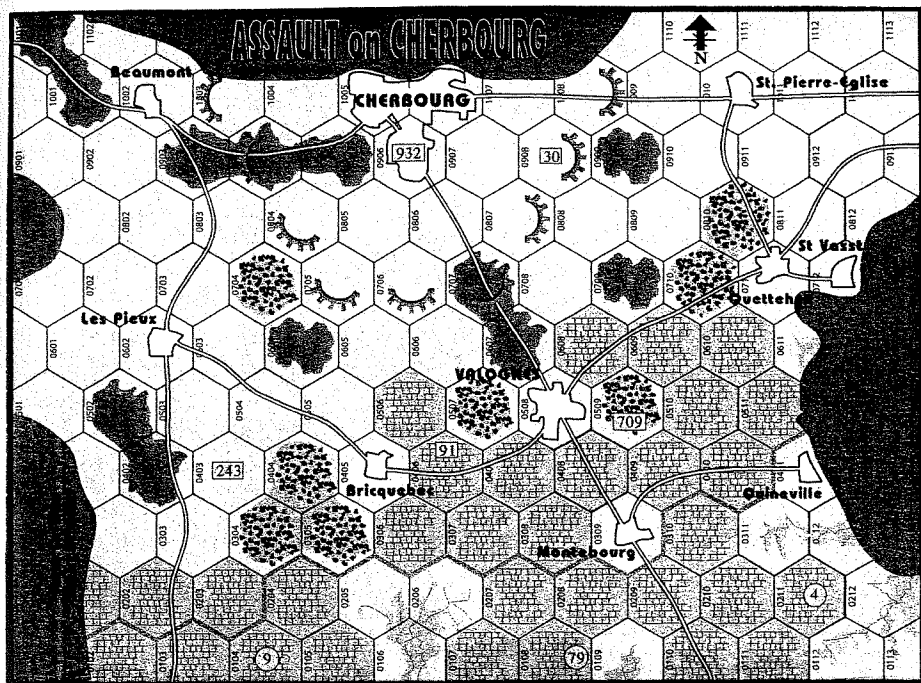
Given the situation, the success of the American drive on Cherbourg was a foregone conclusion. The main question was, how long would it take? This game awards a victory to the Germans if they can stall the capture of Cherbourg until after the game ends.

The mechanics of this game were designed to be simple, so things such as a mechanized movement phase and detailed supply rules were not included. But enough chrome has been integrated to make for a quick and spirited contest.

If players choose to experiment, adding the "What If?" options of the 266th Infantry Division and better supplies will strengthen an admittedly weak German hand. Or, you may treat all "2" rolls on the *Weather Table* as Bad Weather. If more punch is desired on the American side, allow them a third Air unit, or the ability to use the optional Naval unit more than once.

As in the original campaign, bad weather has the potential to blunt American airpower, but German manpower and supply are overmatched. If or when their supply is exhausted, they find themselves in Collapse, or the ring of Cherbourg forts is breached, the end is probably near.

Designer: Gary Graber





# Modified Dreadnoughts & Battlecruisers

by Rich Allen

I have always been a fan of naval games. I cut my teeth on *Midway* a long time ago, played *Jutland* till I wore out the counters etc, so I was excited to hear about Minden Games' *Dreadnoughts and Battlecruisers*, especially at such a bargain price. I quickly sent my payment along and received the game soon after. Quite a bit was included for the price. Lots of counters, in fact so nice looking, I ordered some miniatures just so I wouldn't have to cut them out. One Saturday, we had the grand battle, Elements of the Grand Fleet engaging the High Seas fleet on the stormy waters of the North Sea. And very soon, ships started heading to Davey Jones locker. And boy, were they heading there. Ol' Davey had a 2 hour wait for seating and we were playing with the optional tonnage rule also.

It has been mentioned on Consimworld that the term sunk doesn't mean sunk, but perhaps "out of action". Well, from what I've researched on Jutland and Dogger Banks, nothing like the rates of "out of action" that we achieved were seen. I played out the Dogger Banks scenario myself doing a little analysis and here is what I found; At the normal range, each of the German BC's could get a 2-1 on a British BC. The British could get a 1-1 or 1-2. At that rate, the British expected losses would be 1 BC every 9 minutes. Call it "sunk" or "out of action", whatever you want, but those type of casualty levels didn't even come close to happening, either there or at Jutland. I sat down with the charts as they were and started doing a little more figuring. After tak-

ing in some comments from others who played that Saturday, here is what I came up with for house rules. They seem to be about right both for feel and simplicity.

1. Replace all "Sunk" on the combat chart with multiple CH's:

On a 1-1, a 6 is a CH2

On a 2-1, a 5 is a CH2, a 6 is a CH3

On a 3-1, a 4 is a CH2, a 5 is a CH2, a 6 is a CH3

On a 4-1, a 4 is a CH2, a 5 is a CH3, a 6 is still a sunk

A sunk result on a CH is still a sunk.

This seems to keep the instant sinkings to a minimum. It still allows those cataclysmic hits, but more accurately reflects the accumulation of damage that was typical.

*New Fire Combat Table*

Roll	1-2	1-1	2-1	3-1	4-1+
1	—	—	—	—	—
2	—	—	—	—	—
3	p	p	p	p	CH
4	—	—	CH	CH2	CH2
5	—	CH	CH2	CH2	CH3
6	CH	CH2	CH3	CH3	Sunk
7	CH	CH	CH	CH	CH

2. Treat a result of 2 on the CH table as a sunk for British BC's.

This reflects the additional vulnerability of the British BC's. The optional rule as written gives a 50% chance of a sunk on each CH result. I think that's a bit too high. It also never allows a British BC to just get an F type hit.

3. Ignore the command control

rules and the gun performance rolls.

While in certain occasions these rules might be appropriate, from what I've read, these were never really a problem for either the British or German navies in most actions in WWI. It also removes a lot of die rolling from the game.

4. Roll each turn to see who goes first. High roll has their choice.

This I think is a more equitable way of doing it that just saying that the Central Powers move first. The die roll can also be adjusted each turn reflecting leadership etc.

5. Use the variable victory points rule.

This seems to add a bit of flavor and reflects the increased value of newer ships.

6. Any ship with 4 "F" hits and with enough "M" hits to be dead in the water is considered sunk on the next hit it receives of any type.

With the number of "sunk" results

lowered on the combat chart, a reflection of accumulating enough damage to finally sink was needed. This should reflect that.

7. Ships not in the same formation may not combine fire on a target ship. They resolve it separately. As an alternative, all ships resolve fire separately.

One thing we found playing the game was that it was way too easy for separate ships from all over the board to combine for high odds on a target. Ships didn't fire in this way. This restricts ships to fire as they typically were trained to.

8. Ships may still fire the turn after receiving an "F" hit, but at the reduced rate.

We found it a royal pain to keep track of this and ships typically didn't stop firing when another turret was hit. Admittedly there might be some disruption so perhaps something like a -1 on the combat die roll would be in order. *P*



## *Line of Departure*

*Line of Departure Wargaming Quarterly* is a simulation game journal covering board and computer wargames, and is edited by James P. Werbaneth. A one-year (four-issue) subscription costs \$20.00 in the United States and Canada, and \$25.00 elsewhere. Send orders to:

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# Graf Spee

*The Battle of the River Plate*



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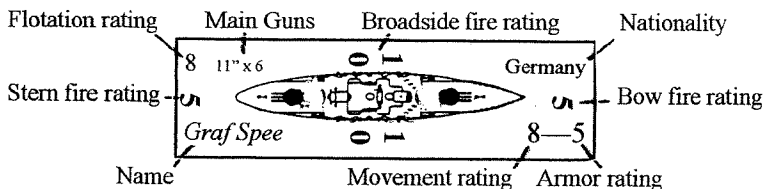
## Introduction

In December 1939, the German pocket battleship *Graf Spee* was on patrol off the eastern coast of South America, having cruised the seas on a successful raiding voyage the previous three months. But on December 13th, she ran into three Royal Navy cruisers. The Battle of the River Plate was about to begin.

## I. COMPONENTS

*Graf Spee* is a two-player *Panzerschreck* Mini-Sim, meaning that the components must be copied, mounted, and cut prior to play. The game includes these rules, ship counters, and various game markers. Also needed for play is a ruler or measuring stick marked in inches, paper and pencils, and a six-sided die.

The scale of the game is one inch equals 1000 yards, and seven game turns equal an hour. Each movement point in the game represents three knots, e.g. a ship moves 8 inches in a turn, so is traveling at 24 knots per hour. The ship counters have been drawn to an enlarged scale but are consistent with one another. Note that "yards" and "inches" may be used interchangeably, e.g. 21,000 yards or 21 inches. Ship fire ratings are always read in "stern-broadside-bow" order.



## II. VICTORY CONDITIONS

The game continues until all ships of one side are sunk, or all ships are 6,000 or more yards beyond visibility range.

The German wins if all British ships are sunk, *OR* the *Graf Spee* escapes into open sea.

The British win if *Graf Spee* is sunk, *OR* the *Graf Spee* goes to Montevideo.

## III. SETTING UP

Place the Battle Marker in the middle of the playing area. Place the *Graf Spee* 12,000 yards northwest of the middle of the Battle Marker, heading southeast at speed of 5. Place any British ship 12,000 yards south of the middle of the Battle Marker, heading north at speed of 6. Place the other British ships 2,000-4,000 yards next to the first British ship, one to the east and one to the west, heading north at speed of 6. Maximum visibility is 30,000 yards during the entire game.

## IV. SEQUENCE OF PLAY

Each game turn follows the sequence noted below, in the order given.

### 1. MOVEMENT phase 1.

- (a) Each side secretly notes the speed for each of his ships this turn.
- (b) Speeds are simultaneously revealed.

(c) The ship with the lowest announced speed for the turn moves *ONE-HALF* its stated movement for the turn (round half inches up). Then the ship with the second lowest announced speed moves half its movement, followed by the third slowest, and so on, until all ships have moved. (If the announced speed of ships are tied, roll the die to break ties, with low roll being the next to move.)

2. *COMBAT* phase 1.

(a) Both sides secretly note whether their ships will fire this phase, what the target is of each ship's fire, and whether they will launch torpedoes this phase.

(b) Combat instructions are simultaneously revealed.

(c) Fire combat is resolved.

(d) Torpedo combat is resolved.

3. *MOVEMENT* phase 2.

(a) The slowest ship moves the remainder of its movement, followed by the second slowest, and so on, until all ships have moved.

4. *COMBAT* phase 2.

(a) Any ship that did not fire and/or did not launch torpedoes in Combat phase 1 may now fire and/or launch torpedoes.

(b) Fire combat is resolved.

(c) Torpedo combat is resolved.

This sequence is repeated each game turn until the game is over.

*Summary:* Ships move one-half their stated speed in each of the two Movement phases. Ships may fire their guns once per turn (in either Combat phase), and may fire Torpedoes once per turn (up to their maximum, in any Combat phase).

## V. *MOVEMENT*

Ships move individually; they do not need to move in formation. A ship moves one inch per movement factor it is moving. For instance, if a ship is to move 5 in a turn, it moves five inches. Ships can increase their speed up to four from the previous turn, or decrease up to four. *Example: Ajax went 6 last turn; it can choose to go between 2 and 10 the current turn.* A ship must move forward; reverse or sideways movement is not allowed. A ship may not exceed its movement allowance. *Turning:* Use the turning gauge to make turns during a turn.

## VI. *FIRE COMBAT RANGE*

The Graf Spee can fire up to 24,000 yards. Each British ship can fire up to 20,000 yards. For all ships, *SHORT* range is up to one-quarter of the ship's maximum range, *MEDIUM* range is up to one-half of its maximum range, *MEDIUM-LONG* range is up to three-quarters of its maximum range, and *LONG* range is the last quarter. Measure range from the middle of the firing ship to the nearest part of the target.

*Range Modifications:* If firing at Long range, the ship's fire rating is cut in half (round fractions up). If firing at Short range, the ship's fire rating is doubled. If firing at Medium range, the ship's fire rating is unchanged. If firing at Med-Long range, roll a die after declaring fire combat: *even* = calculate fire as though Medium range; *odd* = calculate as though Long range.

Ship	Short Range	Medium Range	Med-Long Range	Long Range
Graf Spee	1—6,000	6,001—12,000	12,001—18,000	18,001—24,000
British ships	1—5,000	5,001—10,000	10,001—15,000	15,001—20,000

*Examples:* An undamaged Graf Spee fires a broadside at a target 19,000 yards away, so its fire rating is 5. An undamaged Exeter fires its bow guns at a

## FIRE COMBAT TABLE

Roll/Odds	1—3	1—2	1—1	2—1	3—1	4—1+
1	miss	miss	miss	miss	miss	miss
2	miss	miss	miss	miss	miss	HIT*
3	miss	miss	miss	miss	HIT*	HIT*
4	miss	miss	miss	HIT*	HIT*	HIT*
5	miss	miss	HIT*	HIT	HIT	HIT
6	RA	HIT	HIT	HIT	HIT	HIT

miss = miss; no effect

RA = Roll Again: even = HIT, roll on *Hit Table*; odd = miss

HIT = Target is Hit; roll on *Hit Table*

HIT\* = If the target was fired upon last turn by the exact same ship(s), the target is Hit; roll on *Hit Table*. If target was not fired upon last turn by the same ship(s), the result is "miss".

## HIT TABLE

Roll	Effect
0	no effect
1	S
2	if firing at Long range: D if firing at Med-Long, Med or Short range: F
3	F
4	T
5	roll again*: 1-2=D, 3=S, 4=FD, 5=TS, 6=FT
6+	Special

*die roll modifiers*

If odds were 1-3: -1

If odds were 3-1 or 4-1+: +1

**T = Turret damage;** place one T marker on target [ship loses one Fire Level per T marker received]

**F = Flotation damage;** place one F marker on target [ship loses one from its movement rating per F marker received]

**S = Superstructure damage;** place one S marker on target [if one or two S markers on the target, no effect; if three S markers on the target, immediately remove all and replace with one additional T marker]

**D = Deck damage;** place one D on target [if one D marker on the target, no effect; if two D markers on the target, immediately remove both and replace with one additional F marker]

**Special = Roll on *Special Damage Table***

\*If two damage letters is the result, target receives both damage markers.

## SPECIAL DAMAGE TABLE

<i>Roll</i>	<i>Effect</i>
1	<i>Deck damage</i> (place D marker on target)
2	<i>Bridge damage</i> (place two S markers on target, and target cannot change speed or course next turn)
3	<i>Fire control damage</i> (roll one die: <i>even</i> = target cannot fire next turn; <i>odd</i> = target receives one T marker and cannot fire next turn)
4	<i>Steering damage</i> (place S marker and F marker on target, and target cannot change direction for x turns, where x = a die roll)
5	<i>Magazine damage</i> (roll one die: 1-3 = place two T markers on target; 4-5 = place three T markers on target; 6 = magazine explodes; target rolls die twice and receives that many F markers, plus three T markers)
6	<i>Flotation damage</i> (roll one die: <i>even</i> = target receives two F markers; <i>odd</i> = target receives three F markers)
7	<i>Catastrophic damage</i> (target rolls die three times and receives that many F markers, and four T markers)

*die roll modifier:* If firing at 2-1 odds or higher: +1

## FLOTATION DAMAGE

Besides the usual effects of F markers, if a ship has received as many F markers as its Flotation rating, it is DiW (if it isn't already); remove F markers and place a DiW marker on the ship. Each subsequently received F marker on a DiW ship must be rolled for: 1-4 = no further effect; 5-6 = target sunk. *Example: Ajax received its fifth F marker, so it is DiW. Next turn it receives two more; each of these must be rolled for as noted.*

## MONTEVIDEO TABLE

<i>Roll</i>	<i>Result</i>
0	<i>Graf Spee</i> goes to Montevideo
1	<i>Graf Spee</i> escapes to open sea
2	<i>Graf Spee</i> escapes to open sea
3	<i>Graf Spee</i> escapes to open sea
4	<i>Graf Spee</i> escapes to open sea
5	<i>Graf Spee</i> escapes to open sea
6	<i>Graf Spee</i> escapes to open sea

*die roll modifiers*

- 1 for each T marker that the *Graf Spee* has
- 1 for each F marker that the *Graf Spee* has
- +1 if one British ship sunk
- +2 if two British ships sunk



range of 3,500 yards, so it has a fire rating of 6. If firing a broadside at a range of 8,000 yards, the *Exeter* would have a fire rating of 4. The *Achilles* firing its stern guns at 20,000 yards has a fire rating of 1 (1 cut in half, rounded up, equals 1).

## VII. FIRE COMBAT

Ships fire individually. More than one ship can combine its attack with another ship and fire as a group if all the firing ships are at the same range (e.g. either Long, Med-Long, Medium, or Short). Use a ship's broadside fire rating unless the target falls outside the Broadside Template provided (when placed along edge of firing ship); in this case, use the ship's bow or stern fire rating, as applicable. Combat in each combat phase is considered simultaneous; allow all ships to fire before implementing damage.

A ship may fire once per turn, against a single target, in either Combat phase 1 or Combat phase 2, but not both. A ship may be targeted more than once per phase. Total the firing factors, modifying them due to range (if applicable), and compare them against the target's armor rating, and reduce to lowest terms, rounding in the defender's favor. Odds greater than 4-1 are treated as 4-1; odds less than 1-3 are not allowed. *Procedure:* Roll a die on the proper odds column on the *Fire Combat Table*. If a Hit occurs, roll on the *Hit Table*, and implement the result (if "Special" result occurs, roll on the *Special Damage Table* and implement the result). Place the specified markers on the target. There are four kinds of damage markers in the game: T (turret/fire control), F (flotation), S (superstructure), and D (deck); see the *Hit Table* for effects of each kind of marker. (If you run short of markers, you may create additional ones.) See section XII for examples.

## VIII. FIRE LEVELS

When a ship receives a T marker (signifying turret or fire control damage), it will lose some of its fire power. Specifically, a ship loses one fire level per T marker it has received. *Procedure:* There are twelve Fire Levels in the game, labeled A through L (see *Fire Level Table*). The *Graf Spee* starts the game at level A. The *Exeter* starts the game at level G, and the *Ajax* and *Achilles* start at level I. When a ship loses a fire level, it drops to the next lowest letter. *Example:* The *Graf Spee* receives a T marker, so it goes from fire level A to B, meaning that its fire ratings (stern-broadside-bow) are now 4-9-4. Say a second T marker is received; the *Graf Spee* will be at level C, with ratings of 4-8-4. Note that the *Exeter*, due to its bow rating, actually has ratings of 2-4-3 at its starting level G.

## IX. TORPEDOES

All ships may launch torpedoes, up to twice per ship per game (*exception:* the *Graf Spee* may launch only once), but once per turn maximum. Torpedoes may be launched if the target is 9,000 yards or closer. Torpedoes may be launched in any direction from the firing ship. Ships may use fire combat and launch torpedoes in

**FIRE LEVEL TABLE**

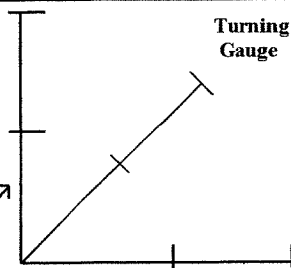
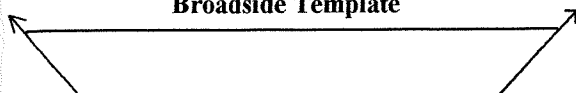
Level	Fire Ratings	Starting Ships	Level	Fire Ratings	Starting Ships
A	5-10-5	<i>Graf Spee</i>	H	2-3-2	
B	4-9-4		I	1-2-1	<i>Ajax, Achilles</i>
C	4-8-4		J	1-1-1	
D	3-7-3		K	0-1-0	
E	3-6-3		L	0-0-0	
F	2-5-2		* <i>Exeter</i> has starting fire ratings of 2-4-3		
G	2-4-2*	<i>Exeter</i>			

the same Combat phase; torpedoes are launched, however, only after fire combat of both sides have been resolved and implemented. **Resolution:** After all fire combat has been resolved in a Combat phase, roll two dice per launch to determine if the target is hit. Then, modify this "to hit" roll depending on how far the target moved in the immediately previous Movement phase: +0 if it did not move, -1 if 1 inch, -2 if 2 inches, -3 if 3 inches, and -4 if 4+ inches. If the modified die roll times 1000 is equal or greater than the range torpedoes were launched, a torpedo hit occurs. Otherwise there is no effect. *Example: Target moved 2 inches at range 6,000, and a 7 was rolled;  $7 \cdot 2 \cdot 1000 = 5000$ , which is less than 6000, so the result is a miss.* If a torpedo hit occurs, roll again for damage results placed on the target ship: 1-2 = one F marker, 3-4 = two F markers, 5 = three F markers, 6 = target rolls a die three times, and receives that many F markers. *Example: Ajax launches at Graf Spee (which moved 1 inch last Movement phase) at range of*

## Graf Spee Counters



## Broadside Template



8 11" x 6 5 Graf Spee 0 1 0 1	Germany	5 8—5	6 8" x 6 2 Exeter 4 4	Britain	3 10—3
5 6" x 8 1 Ajax 2 2	Britain	1 10—2	5 6" x 8 1 Achilles 2 2	Britain	1 10—2

F	F	F	F	F	F	F		
F	F	F	F	F	F	F		
F	F	F	T	T	T	T	T	T
T	T	T	T	T	T	T	D	D
S	S	S	S	S	S	S	D	D

7,500 yards; it will be hit on a roll of 9-12, and missed on 2-8.

## X. DEAD IN THE WATER AND REPAIRS

A ship that has received as many F markers as its Flotation rating is dead in the water (DiW) due to flotation damage and may not move, but may fire guns and torpedoes normally. Remove all F markers from the ship, and place a DiW marker on such a ship. (See *Flotation Damage* chart for more details.) A DiW ship is considered sunk for victory conditions. No repairs are allowed during the game.

## XI. OPTIONAL RULES

Use any of the following optional rules, as desired.

**EXTREME RANGE:** Extreme range is defined as 4,000 beyond a ship's Long range. Therefore, *Graf Spee* has an Extreme range of 24,001—28,000 yards, and the British ships have an Extreme range of 20,001—24,000 yards. Ships firing at Extreme range fire like that for Long range (i.e. fire rating is cut in half), except have an additional -2 die roll modifier applied on all *Hit Table* rolls. (If a modified 2 result is obtained on the *Hit Table*, the result is "D", just like Long range.)

**SMOKE:** Allow any ship to lay Smoke by declaring this intention during the start of a Movement phase. At the end of that Movement phase, if the laying ship is further away from an enemy ship than it was at the start, the Smoke is deemed effective, in relation to that ship, for the remainder of that entire turn. (If not, the Smoke has no effect.) If the Smoke is effective, during immediately subsequent Combat phase, the ship has a -1 die roll modifier applied on all *Fire Combat Table* attacks it conducts or is conducted against it that turn. After Combat, the Smoke has no further effect. Ships may lay Smoke as often as desired.

**QUICK FIRE:** Allow each ship to fire in both combat phases two turns per hour (owner's choice), provided that the target is the same in both combat phases.

## XII. EXTENDED EXAMPLE TO ILLUSTRATE PLAY

**Situation:** The *Graf Spee* has one D marker damage, and has sunk the *Achilles*. The *Exeter* is undamaged, 19,000 yards to its west, and the *Ajax* is 7,000 yards to its east, with one F, and two S markers. **Turn A:** Players reveal speeds, and *Exeter* moves first in Movement phase 1 as it is the slowest ship this turn at a speed of 7. It moves 4 inches due north (half of its stated movement, rounded up to nearest inch). The *Graf Spee* moves next (movement 8), and also moves due north 4 inches. The *Ajax* curls around toward the northeast with its movement of 9 (5 inches this phase). During Combat phase 1, both British ships individually target the *Graf Spee* (they can't coordinate their fire since they are at different ranges), and the *Graf Spee* decides to keep the focus on the *Ajax*, which it fired upon last turn. Combat in each Combat phase is simultaneous, but we'll resolve the German fire first in this example. *Graf Spee* fires a broadside at the *Ajax* at Medium range. Odds are 10 to 2, or 4-1+. A 3 is rolled, meaning the *Ajax* is Hit. (Had the *Graf Spee* fired at a different ship the previous turn, the result would have been a miss.) A 1, modified to 2, is rolled on the *Hit Table*, and since it is Medium range, the *Ajax* receives a F marker, giving it two, and thus its movement rating is dropped to 8. The *Exeter* fires a broadside at the *Graf Spee* at Long range. Odds are 2-5 (*Exeter's* broadside rating is cut in half due to Long range), which rounds down to 1-3. A 5 is rolled, indicating a miss. *Ajax* fires a broadside at 2-5 (1-3 odds), rolling a 1 and missing. In Movement phase 2, *Exeter* continues north 3 inches, *Graf Spee* north 4 inches, and *Ajax* moves its reduced speed of 4 inches, swinging back toward the north. No fire in Combat phase 2. **Turn B:** *Graf Spee* moves first this time (speed 4), and again heads due north 2 inches. *Ajax* slowed to 7 and moves next, also swinging due north 4 inches. *Exeter* goes full speed (10), heading 5 inches northeast in an effort to draw the *Graf Spee* away from the damaged *Ajax*. So ends Movement phase 1. *Graf Spee* falls for the bait during Combat phase 1, and directs a broadside at the *Exeter* at 17,000 yards (Med-Long range). An odd result is rolled, so fire is calculated at one-half rate, at 5-3, or 1-1 odds. A 5 is rolled, which is a miss since the *Exeter* was not fired upon by the *Graf Spee* last turn.

The *Exeter* fires at 2-5 once again (1-3 odds), and rolls a 6. Rolling again, an even is thrown, meaning a Hit. A 6 is rolled on the *Hit Table*, modified to 5 followed by a 2 roll, so the *Graf Spee* receives a D marker. Since this is the ship's second D marker, they both are immediately removed, and a F marker placed on the *Graf Spee*. *Ajax* doesn't fire this phase. Movement phase 2 sees *Graf Spee* turning northwest and going 2 inches, *Exeter* 5 inches again northeast, and *Ajax* changes back to a northeast heading, moving its remaining 2 inches. There is no fire in Combat phase 2. **Turn C:** *Graf Spee* slows to speed of 1, moves first again, and goes its 1 inch northwest in Movement phase 1, while *Exeter* closes fast (8) and heads 4 inches to the northeast, and *Ajax* turns due east to flee 4 inches (speed 8). *Graf Spee* targets *Exeter* at 11,000 yards (Medium range) in Combat phase 1, the fires at 10-3 (3-1 odds). A 5 is rolled, indicating a Hit. The ensuing *Hit Table* roll is a 6, and so the *Special Damage Table* is rolled on. A 4, modified to 5, is rolled (*Magazine damage*), and a 3 roll follows, so the *Exeter* takes two T markers, dropping it to fire level I (1-2-1). Since fire is simultaneous, had *Exeter* chosen to fire this phase, it would have done so at G level. But *Exeter* was saving its fire, so the damage takes effect now. *Graf Spee* doesn't move in Movement phase 2, but *Exeter* closes by moving 4 more inches eastward toward the enemy, swinging back northeast towards the end to present its broadside. *Ajax* continues to retreat east 4 inches. *Graf Spee* cannot fire (having done so in Combat phase 1), but *Exeter* does so at Medium range with a broadside (2-5, or 1-3 odds). A roll of 6, followed by an "even" roll, indicates a Hit, and a 5, modified to 4, on the *Hit Table* means the *Graf Spee* takes a T marker, dropping it to fire level B (4-9-4). *Ajax* still cannot fire. **Turn D:** In Movement phase 1, *Graf Spee* (speed 5) and turns east and moves 3 inches to avoid *Exeter*. *Exeter* turns away as well (speed 8) and heads northwest 4 inches. *Ajax* (speed 8) continues its flight, moving 4 inches away from the battle to the east. In Combat phase 1, *Graf Spee* fires its stern guns at Med-Long range at *Exeter*; a follow-up even roll means it will fire at 4-3, or 1-1 odds. A 3 means a miss. *Exeter's* stern guns are not strong enough to fire (1-5 is below the minimum). *Ajax* is basically out of the battle... **Further Turns:** Both sides continued to sail away from each other, and the game comes to an end. *Achilles* was sunk, *Ajax* ended with 2 F and 2 S markers. *Exeter* ended with 2 T markers. *Graf Spee* ended the game with one F and one T marker. **Determining Victory:** The German player rolls on the *Montevideo Table*. The die roll will be modified -2 since the *Graf Spee* ended the game with two T and/or F markers, and +1 since one British ship was sunk, for an overall die roll modification of -1. Therefore, a roll of 1 will mean the *Graf Spee* heads to Montevideo (British win), while a roll of 2 or higher means the *Graf Spee* escapes out to open sea (Germans win).

### *Designer's Notes*

At the Battle of the River Plate, three British cruisers engaged the *Graf Spee* off the coast of Uruguay early on the morning of December 13. After a running gun battle lasting about an hour and a half, no ships were sunk, but the three cruisers got the worst of the exchange, especially the *Exeter*, which lost most of its turrets and received significant flotation damage. The *Graf Spee*? It suffered some minor combat damage during the battle, in addition to some existing minor mechanical problems it had suffered earlier at sea. Its captain (Langsdorff) decided to sail for the neutral port of Montevideo instead of escaping into the open sea; there were fears that other British ships were arriving in the area, and questions arose about whether the *Graf Spee* could escape. Hindsight shows this to have been a poor decision, as there were no additional British ships due before December 19. But into port it went. The time spent in Montevideo allowed Royal Navy ships to start converging on the area. When it came time to leave on December 17— indefinite stays were not permitted in a neutral port— there were (faulty) reports that several Royal Navy ships were waiting for the *Graf Spee* to emerge. Its captain chose to scuttle his ship in neutral waters, rather than attempt to run the supposed gauntlet. Then, Langsdorff committed suicide, thus closing the books on one of Germany's famous commerce raiders, and awarding the Royal Navy a morale boosting victory.

*Designer:* Gary Graber

# **Retro – with Miniatures**

## **and**

# **Retro – with Miniatures, New rules**

### **Two Articles by Norman Smith**

I have recently bought some hex based terrain tiles from a company called Kallistra and set about using the *Retro* rules to move my 15mm figures over that terrain. The results have been really good and the effect is like playing on a 3D board game. These notes show how I converted the counter format, to a figure based game.

#### *Ignore the Portage rule*

##### *Units*

I use 15mm figures and my hex table is marked out with 4" hexes. The following base sizes work for me. You can use any base size of your choice but remember that you may want 3 squads, a leader, a couple of support weapons and maybe even a vehicle and a gun, in the same hex at the same time, plus terrain (unlikely, but you get the point).

Squads 25mm x 25mm

Leaders 20mm x 20mm

Casualties 15mm x 20mm

MG team laying prone 30mm x 30mm

Other support weapons – bases to suit

A squad – 3 figures per base

An infantry support weapon – 1 weapon and 2 figures per base

A leader – 1 figure per base

Add none, one or two stones to the base of a leader to readily indicate the leadership value. To show the difference between leaders rated '8' or '9', use NCO's (helmets) and officers (flat caps).

Infantry support weapons have their own crew (with their own morale value) and so DO NOT form part of a squad as they do in the boardgame. They do count as a SW for stacking purposes.

PzFaust are one shot weapons, use a single figure on a base to show one exists in the hex. It stacks for free but must remain attached to a squad. The base is removed from play once it has fired.

##### *Markers*

There is a need to show which units have moved and which are broken. To show broken units, I use a base that has a casualty figure on it and place it next to the broken unit. Smoke can also be shown by using teased out cotton wool, glued to a base. This can have watered down paints sprayed into it to give a dirty smoke.

##### *Japanese Reduction*

A Japanese unit does not break until it suffers 3 broken results. The first two broken results cause casualties instead. The player will need to make some special bases, one with two figures standing and one injured and the other with one figure standing and two injured. As a base takes casualties, simply swap the base as appropriate. Each casualty on the base reduces the firepower value of that unit by -1. These losses can never be regained during the game. The third and subsequent broken result are treated as per the normal break / rout / rally rules.

##### *Infantry Support Weapons*

SW are crewed and therefore they have a morale value (equal to their fellow comrades in that scenario) and can break and rally in the same way that other units do.

SW are subject to breakdown, the unit can still move but cannot fire until the weapon is repaired (in the rally

phase).

All MGs have a Rate of Fire of '2'.

The player must record which unit (s) carry Demolition charges, as these are not crewed support weapons, they are carried by squads.

#### *Smoke*

Only elite infantry units can attempt

to lay smoke. Treat them as having a smoke exponent of 2

#### *Off Board Artillery*

Radios have a contact number of '8' for Russian or Japanese forces. All other nationalities have a value of '9'.

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## ***Retro – with Miniatures, New rules***

I have been testing the following rules with my 'retro – with miniatures' games, which uses 15mm miniatures on terrain built from 4" hexes. Some rules are new and others are replacements to the standard *Retro* set. I hope you find something of interest here to want to include in some of your games.

#### *Routing units*

Routing units DO NOT automatically get eliminated if entering open ground in the LOS and normal range of an enemy (as per *Retro* rules). Rather, they just move 1 hex, which must be in a direction that increases their distance from all enemy units currently in their LOS and within normal weapon range of that unit, else they are eliminated. If possible, they must move towards cover (terrain that provides a positive terrain modifier). Routing units only move the moment that they break and then in each friendly rally phase if they fail to rally. They do not move in the movement phase.

#### *Mortars*

Use the *Retro* rules but calculate all fire one column further right than suggested in the rules.

Mortars upto 60mm have a range of 2 – 8 hexes.

Mortars upto 82mm have a range of 8 - 30.

Bigger mortars must be used under the Off Board Artillery rules.

#### *Smoke*

Only elite infantry units can attempt

to lay smoke. Treat them as having a smoke exponent of 2. Smoke is made in the movement phase and a unit must spend 2 MPs (no more than once per turn) to attempt to lay smoke in its own or an adjacent hex.. Roll a D6, on a result of 1 or 2, the smoke is created. Such attempts do not of themselves cause hesitation tests.

#### *Sniper*

Whenever a leg unit fires and rolls a raw 12, it allows the enemy to immediately make a sniper attack. To make a sniper attack, the player selects any single enemy leg unit from the hex that just fired and makes an attack against that unit on the '6' column of the IFT. TEM do not apply.

#### *Off Board Artillery*

Radios have a contact number of '8' for Russian or Japanese forces. All other nationalities have a value of '9'.

#### *Mines*

Mines provided by the scenario can be placed in any open hex during setup. Units must test for harm as soon as they enter a mined hex. Roll 2 x D6 per MMC / SMC VEHICLE / SW that enter and immediately apply the result from the tables that follow:

#### **Against Infantry**

2 – 7 no effect

8-10 broken

11+ KIA

#### **Against Vehicles**

2 – 7 no effect

8+ all destroyed, except full tracks which are immobilised instead

### *Terrain*

Elevations; there are two basic elevations in the game, ground level and an upper level. A unit standing on the top of a hill or in the upstairs part of a building is considered to be at an upper elevation, everything else is at a lower elevation. All buildings with an upper level must be identified at the start of play and each level of such buildings are treated as different locations within the same hex. So for example the upstairs of a building could contain 3 squads (maximum stacking in a hex) and so could the lower level. Units moving from upstairs to downstairs or vice versa would pay 2 movement points, as though they were entering a separate building altogether.

To test whether a line of sight exists from a firer to a target, use a length of wooden dowel and run it from the centre of the firers hex to the centre of the target hex, this is the line of sight and if it crosses any blocking terrain, then the firer cannot see the target and so cannot fire upon it.

All terrain features above ground level will block line of sight with the following exceptions;

1. The terrain in or on the edge of either the firers or targets hex. So a unit behind a hedge could fire at another unit that was behind a wall or in a building, providing none of the other hexes along the line of sight (ie between them) contained blocking terrain.

2. Walls and hedges and other low level obstructions (such as rubble, graveyards, piles of timber, vehicles etc) do not block fire **at** or **from** an upper elevation.

3. Any time that the firer and target are on different elevations and the blocking terrain is **nearer** to the unit occupying the higher elevation, then a line of sight exists and the units can fire

at each other.

Using 4" hexes means that battlefields are generally small and so the fine differences in armour penetration values lose something of their significance. Because of this, I use a more generic system for A/T fire on my smaller battlefields.

Firstly, guns need to hit their targets. Roll 2 x D6 and modify the roll on the below table. A score of 8 or less is a hit and the attacker then rolls on the Armour Combat table. A miss has no further effect. Note none turreted weapons would be A/T guns and self propelled guns such as Stugs and Hetzers.

### **To Hit Table**

Target is >8 hexes away: +1

Target in cover (any positive TEM): +2

Turreted firer has to change hexspine to fire: +1

Other firer type changes hexspine to fire: +2

Per hex of Hindrance travelled **through**: +1

2<sup>nd</sup> (or more) consecutive shot at same target: -1

To work out whether a hit actually penetrates the target, subtract the defence value from attack value, if this gives a positive number, then roll equal or less than to destroy (2 x D6).

### **Armour Combat Tables**

<i>Vehicle</i>	<i>Def</i>
Softskin	0
1/2 TK	0
Armoured car	2
Lt. Tank	3
Md. Tank	5
Hy. Tank	7

<i>Gun</i>	<i>Attack</i>
HMG	3
20mm	5
Lt. gun	9
Md. gun	12
Hy. gun	15

### Dice Modifiers

Flank / rear shot +3  
Fire at a softskin +3  
Firing H.E shell. -3

It is for the player to decide what category a weapon belongs to. Some may change depending on the year, for example in 1939 a 50mm gun would probably be a medium, whilst by 1941/2 it would certainly be light. Whereas, a German 88mm would always be classified as heavy.

### Covered Arc

Guns CAN fire outside their covered arc but pay a +2 penalty on the To Hit Table to do so (or +1 if turreted). The gun or turret has it's facing physically changed when it does this. Guns and turrets can also change facing during movement, it costs 1 MP per hexspine that the gun or turret moves. This does amount to movement but does not of its self trigger a hesitation test.

### Vehicle Movement

Wheeled vehicles have an allowance

of 22 MPs. Heavy tanks have 12 MPs, everything else has 15 MPs.

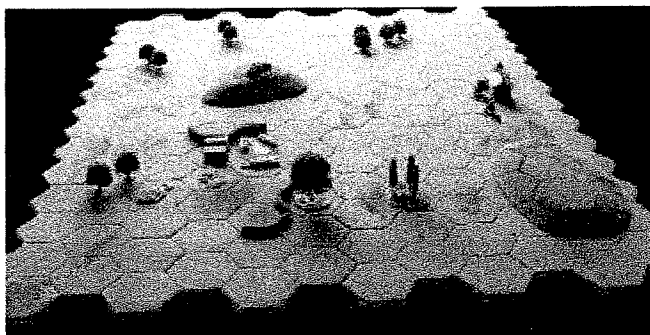
### Attacks against infantry / guns

Use the Infantry Fire Table. The gun has fire factors equal to it's bore size in centimetres. So a Tigers 88mm has a value of 8.8 and so would fire on the 8 column. Guns only use the To Hit process when attacking other vehicles, they go straight to the IFT when attacking none vehicles.

### Vehicle Hesitation

The *Retro* rule is used the same way except the gun and armour factors are taken from the armour combat tables (above).

*(Ed.: Interested Retro players might enjoy visiting the Retro folder at Consimworld to keep abreast of new rules and ideas for this variant.)* **P**



*Norman's miniatures set up*

**Write for *Panzerschreck*! Wargame variants and strategy articles are always welcome. Authors receive a complementary copy of the issue their article appears in. Write the editor for details.**



## Berg Interview

*continued from page 23*



**GWG:** It's hypothetical?

**RHB:** It's generic, yeah. It's a third world industrialization game with a great system, and after that, well, you know, that'll take me through another few months.

**GWG:** I noticed that here, around the convention, you're not like some designers, you're actually playing a lot too.

**RHB:** Well, I don't play much at home, because I've got six games laid out, and the only place I could play something is in the bathroom. I'm just too much into the other stuff... and I don't have the time to spend four, six, eight hours to play a game. My own games, when they first come out, I'll set them up, play a turn or two, make sure the deployments are right and everything else, and then I'll say, hey, I already designed this, I know how it works.

**GWG:** I know how that is.

**RHB:** But I like to play games. I just sat down with Joe Miranda of *S&T*, and he said, "Do me a favor, look at this brand new game I've got." He's got this game that I think is going to be great, *Jason and the Argonauts*. It's a Euro-style game. And it's... we played it for an hour and a half and had a ball. And it has just has so many possibilities, and we're going to see if we can move it to a Euro company, and it'd be perfect. I don't know if wargamers would be interested in it but they should be because it's a lot of laughs.

**GWG:** It's more Euro than wargame.

**RHB:** Far more Euro than wargame, yeah.

**GWG:** Seems to be a dividing line between the two.

**RHB:** Yeah, there is a dividing line psychologically. Wargamers live off of

direct aggressive confrontation. That's what war is. Eurogamers are passive-aggressive. They don't enjoy direct confrontation. They don't like the tension that it brings to make a decision to hurt somebody else. What they do is they *build* something that stops somebody from doing something else. *Puerto Rico* is a perfect example... it's a passive-aggressive game. You are essentially doing your own thing, and what you do sometimes stops the other player from doing it. But nobody's going over and stealing coffee from a warehouse, you know, and taking it to their own warehouse. There are, obviously, Euro games that...

**GWG:** There's some crossover between the two styles, like *History of the World*, or *Civilization*...

**RHB:** Yeah, but *History of the World* is not a Euro game, but there are obviously crossovers. But generally they're passive-aggressive games.

**GWG:** I hadn't heard that before... maybe I'm slow off the mark.

**RHB:** I actually, you know, I find all this stuff fascinating, it's what I do for a living...

**GWG:** Oh, yeah.

**RHB:** I want to know why people do things. As I always say on *Consimworld*, "I don't want to know *what*, I want to know *why*." Don't tell me what, tell me why. It's probably because I trained as a trial attorney... I want to know why people play these games, I want to know why they like stuff, I want to know why. And "why" isn't, "I had fun," that's not why, that's nonsense. I know you had fun, you're still in the hobby, *why* did you have fun? Most people just can't express themselves very well. I get into this running argument, someone says, "I'm going to list my ten best games," no, you're going to list your ten *favorite* games, there's a difference, you know...

**GWG:** Oh, definitely.

RHB: ...they say, "no there isn't." You can explain it to them eighteen different ways, they don't understand the difference between "favorite" and "best", they don't. Then there are the strange bell curve few that think if *they* think it's good, then it's got to be good. And how come everybody else doesn't think the same way that they do...

GWG: It's that everybody else is "flawed"...

RHB: That's right, you know. Those are the people that I have on what I call my "Algae List". You know what algae is?

GWG: Well, yeah...

RHB: It's pond scum, you know. And as I think I said before, "I'm about to become a pool cleaner." (*Laughter*) As you're well aware if you're on Consimworld, I don't deal well with these people. I do not suffer fools gladly. And in some ways, you know, that's a drawback... I'm aware of it, but that's who I am. I don't call anybody a worthless person...

GWG: Just "pond scum". (*Laughter*)

RHB: Yeah, pond scum is good.

GWG: So, any plans for later on here at the Con?

RHB: I'm disappearing after 4:30 today [*Saturday*], and I'm leaving very early in the morning.

GWG: Are you going to be at the auction tonight? Wait, you're *doing* the auction, aren't you?!

RHB: No, I was going to, but now Alan Emrich is here...

GWG: And he's entertaining as well.

RHB: Yeah, he is.

GWG: Well, I want to thank you for talking with me, Richard...

RHB: It was fun...

GWG: I think the *Panzerschreck* readership will enjoy it... we're up to over 300 now, so...

RHB: Well that's good...

GWG: People are saying, "Go subscription," and I'm saying, "No, if I go

that way I've got another deadline in life"...

RHB: Yeah, I had problems when I did paper *BROG* [*Berg's Review of Games*]. I had to spend time each week, to send out letters, reminders, you got to keep track of who's at what number, and "You didn't get my check," you know, and...

GWG: I know. My approach has just been to put out an issue, and over six years now, it's been very regular, but with a set deadline, I don't know...

RHB: Well, now you know why you don't have subscriptions!

GWG: That's right. Well, thanks again...

RHB: Good luck, and nice to see you again, Gary.

GWG: Let's stay in touch, okay? Let's see [*talking into the tape recorder*], for the record, it's May 22, 2004, at the ConsimWorld game convention with Richard Berg...

RHB: Close enough for me!

P

### **Dreadnoughts & Battlecruisers 2nd edition**

The 2nd edition of *D&B* is currently available directly from Minden Games for \$26.00 (see price list on back cover). The new edition contains Advanced rules that include rules for *Advanced Fire Combat*, which is a more detailed combat system. The Advanced rules also provide additional options involving *Targeting*, *Collisions*, *Mines*, and more. Otherwise, 2nd edition *D&B* is identical to the first edition.

Owners of the 1st edition may upgrade to the current edition by purchasing the *D&B* Advanced rules for \$3.00 (postpaid) directly from Minden Games.

## ***Panzerschreck* Index — Issues 1-13**

Articles appearing in *Panzerschreck* are listed by game or article title. Numbers indicate the issue number where it appears; asterisk (\*) a *Short Take* subject; "g" an issue game; "ms" a *Mini-Sim* game; "op" an *Observation Post* review; and "author's name" a misc. gaming article.

- |  |  |
|--|--|
| <i>Advanced Squad Leader</i> (AH) 1, 2*, 3, 4, 5*, 11    | <i>Game Publishing Insights</i> (Lupinacci) 11     |
| <i>Afrika Korps</i> (AH) 2*                              | <i>Global War</i> (SPI) 10*                        |
| <i>Against the Odds Magazine</i> (ATO) 12op              | <i>Göring's War</i> (Minden) 8ms                   |
| <i>Andersonville</i> (Minden) 7g                         | <i>Graf Spee</i> (Minden) 13ms                     |
| <i>Are We Having Fun?</i> (Rohrbaugh) 12                 | <i>Great War at Sea</i> (Avalanche) 9*             |
| <i>Assault on Cherbourg</i> (Minden) 13g                 | <i>He Who Hesitates</i> (N.Smith) 8                |
| <i>Assault on Tobruk</i> (SimCan) 5*                     | <i>Hitler's War</i> (AH) 5*                        |
| <i>Axis &amp; Allies</i> (MB) 4*                         | <i>Hornet Leader</i> (GMT) 6                       |
| <i>B-17: Queen of the Skies</i> (AH) 3*, 11              | <i>Inchon</i> (SimCan) 8*                          |
| <i>Barbarossa Campaign</i> (Minden) 3g, 4                | <i>Interview: Richard Berg</i> (Graber) 13         |
| <i>Battle for Bataan</i> (Minden) 9g                     | <i>Interview: Art Lupinacci</i> (Graber) 10        |
| <i>Battle of the Atlantic</i> (Minden) 4g, 6, 9          | <i>Interview: Charles Vasey</i> (Graber) 8         |
| <i>Battlecards</i> (DGA) 11op, 13                        | <i>Invasion</i> (Chamberlain) 12ms                 |
| <i>Battlelines</i> (Lost Battalion) 11op                 | <i>Invasion America</i> (SPI) 10                   |
| <i>Berchtesgaden</i> (Minden) 4g, 5                      | <i>Iwo Jima</i> (S&T) 7*                           |
| <i>Bismarck</i> (AH) 12                                  | <i>Jellicoe vs. Scheer</i> (Minden) 6g, 7, 10      |
| <i>Brawling Battleships</i> (Lost Battalion) 12op        | <i>Jellicoe/Goeben Supplement</i> (Minden) 10      |
| <i>Canadian Flag in Wargaming</i> (Haig) 7               | <i>Jewish War</i> (Khyber) 5*                      |
| <i>Carrier</i> (Victory) 10*                             | <i>Jutland</i> (AH) 2*                             |
| <i>Cold Harbor</i> (Minden) 3ms                          | <i>Kriegspiel</i> (AH) 4*                          |
| <i>Commando Raid/Rommel</i> (Minden) 5ms                 | <i>La Batatille de York 1813</i> (Minden) 9ms      |
| <i>Consolidated Errata</i> (Minden) 5, 8, 11             | <i>Line of Departure</i> (Werbaneth) 13op          |
| <i>Counter Magazine</i> (Counter) 10op                   | <i>Loch 'n Load</i> (Shrapnel) 11op                |
| <i>Counterless Wargames</i> (Graber) 12*                 | <i>London's Burning</i> (AH) 8*, 9*                |
| <i>Crimean War Quad</i> (SPI) 12                         | <i>Looking at Victory Conditions</i> (Graber) 12   |
| <i>Curmudgeon Strikes</i> (Phillies) 7                   | <i>Luftwaffe</i> (AH) 2, 13*                       |
| <i>D-Day</i> (AH) 1*                                     | <i>Masada</i> (Minden) 12ms                        |
| <i>Dieppe</i> (SimCan) 11*                               | <i>Matters of Space and Time</i> (Werbaneth) 11    |
| <i>Divine Wind</i> (SimCan) 11                           | <i>Merchant of Venus</i> (AH) 1*                   |
| <i>Dogger Bank</i> (Minden) 5g                           | <i>Midway</i> (AH) 12                              |
| <i>Down in Flames</i> (GMT) 9, 9*                        | <i>Mighty Fortress</i> (SPI) 2*                    |
| <i>Dreadnoughts &amp; Battlecruisers</i> (Minden) 12, 13 | <i>Mini-Games</i> (Graber) 3                       |
| <i>Drive on Leningrad</i> (Minden) 12g                   | <i>Musketeers</i> (Task Force) 7                   |
| <i>Eagles</i> (Columbia) 12, 13                          | <i>'Nam Diary</i> (Minden) 6ms                     |
| <i>Eastern Front Solitaire</i> (Omega) 8                 | <i>Naval War</i> (AH) 4*                           |
| <i>Escape of the Goeben</i> (Minden) 9g, 10              | <i>1914</i> (AH) 3*                                |
| <i>Europe Engulfed</i> (GMT) 12*, 12op                   | <i>1914: Opening Moves</i> (Minden) 7ms            |
| <i>Fall of Constantinople</i> (Minden) 6g                | <i>Nuremberg: Trial of the Century</i> (Minden) 2g |
| <i>Fall of Röhm</i> (Minden) 8g                          | <i>Operation Olympic</i> (SPI) 5                   |
| <i>First Day of the Somme</i> (Minden) 5g                | <i>Operation Typhoon</i> (Minden) 10g              |
|  | <i>Origins of World War I</i> (Dunnigan) 1*        |

*Origins of World War II* (AH) 1  
*Outdoor Survival* (AH) 2  
*Panzer Armee Afrika* (SPI/AH) 12\*  
*Panzerkrieg* (AH) 12  
*Panzers in the Southeast* (Minden) 11g  
*Prescriptive Insanity* (Werbaneth) 6  
*Quick Armor Rules* (Minden) 11g  
*Rail Baron* (AH) 13  
*Reichstag: Fall of Berlin* (Minden) 1g  
*Retro* (Minden) 8, 9, 11, 13 see also  
     ASL  
*Red Beach One* (S&T) 6  
*Richtofen's War* (AH) 9\*  
*Rising Sun* (AH) 13  
*Rules vs Instructions* (Graber) 11  
*Russian Civil War* (SPI) 1  
*Sacrifice in the East* (Minden) 7g, 9  
*St. George's Valour* (Minden) 8g, 8  
*Saratoga: 1777* (Rand) 1\*  
*Seven Seas to Victory* (XTR) 6  
*Siege of Leningrad* (Minden) 9ms, 10  
*Sink the Tirpitz* (Minden) 11ms  
*Sniper Attack* (Minden) 10g  
*Solitaire Wargaming Theory* (Driscoll) 13  
*Spitfire* (SPI) 6\*

*Stalingrad* (AH) 3\*  
*Streets of Stalingrad* (L2) 10  
*Strike North* (XTR) 6\*  
*Survey of DTP Wargames* (Daniel) 7  
*Tank Commander* (MiH) 3\*  
*Third Reich* (AH) 2  
*Thunderbolt/Apache Leader* (GMT) 7  
*Togoland 1914* (Khyber) 9\*  
*Torpedo* (SimCan) 9\*  
*Tsaritsyn* (Minden) 13g  
*Turning Point: Stalingrad* (AH) 3  
*Twisting the Dragon's Tail* (Rohrbaugh) 8  
*Victory: Blocks of War* (Columbia) 2\*, 4  
*Victory Conditions* (Graber) 12  
*Warsaw Pact* (Jagdpanther) 10\*  
*What's in a Name?* (Haig) 4  
*Who Designed What?* (Graber) 13\*  
*Wolfpack* (SPI) 5  
*WWII Tactical Wargames* (N.Smith) 9



*continued from page 67*

<u>Game</u>	<u>Issue</u>	<u>Period</u>	<u>Scale</u>	<u># Players</u>
<b>Drive on Leningrad</b>	12	WW2	operational	2-player
<i>Two-player game (corps/army level, weekly turns) of the German drive on Leningrad against the Russians, June-September, 1941.</i>				
<b>Masada</b>	12	ancient	tactical	solitaire
<i>Mini-Sim. Simple solitaire game where you replay the famous Roman siege in Judea, A.D. 72-73.</i>				
<b>Invasion</b>	12	19th C.	abstract	2-player
<i>Classic reprint Mini-Sim. Abstract two-player wargame involving the invasion of England in the late 19th c. after the Royal Navy has been neutralized.</i>				
<b>Tsaritsyn</b>	13	WW1	tactical	2-player
<i>The Whites attack the Reds near Tsaritsyn (later, Stalingrad) in 1919 during the Russian Civil War.</i>				
<b>Assault on Cherbourg</b>	13	WW2	operational	2-player
<i>Simulates the American attack on Cherbourg, France in mid-June, 1944, after the Normandy invasion.</i>				
<b>Graf Spee</b>	13	WW2	tactical	2-player
<i>Mini-Sim. Tactical naval game pitting the German pocket battleship Graf Spee against three Royal Navy cruisers in late 1939 off the coast of South America.</i>				

# Short Takes

Edited by Gary Graber



## *Luftwaffe*

Almost anyone who has played Avalon Hill's *Luftwaffe* has probably wondered about the outcome of the air war over Germany and, ultimately, what the outcome of World War Two in general and the air war over Germany might have been if the German Luftwaffe had succeeded in equipping itself with jet fighters—or if jet fighters had been introduced six months earlier in the war. Many Allied air commanders believed that if the Germans had introduced jet fighters earlier, then the Germans might have been able to regain air superiority over Germany and perhaps the rest of Europe as well.

There are many reasons why the Luftwaffe was unable to obtain operational jet fighter aircraft on a large scale. Hitler's interference and insistence that the Me-262 be used as a tactical bomber coupled with Goering's bungling delayed production of the Me-262 by 14 months. Jet engine production was also a problem; the jet engines propelling the Me-262 were both temperamental and fragile, and had a habit of breaking turbine blades. Engine performance was not up to expectations either, but this was not surprising since the engines themselves were nothing less than revolutionary in concept. Shortages of fuel, trained workers and materials, high development and manufacturing costs, and Allied bombing raids all contributed to delay the operational debut of the Me-262 and its low cost supplement, the He-162, even further.

One chief reason why the Luftwaffe didn't get jet fighters into the air sooner

was that Allied bombing raids were wrecking the German aircraft manufacturing industry. Obviously, the jets couldn't be built when the factories building the aircraft and engines were being pounded into rubble by both British and American strategic bombers. Even if they could have been built, there would have been little fuel for the new jet aircraft because American strategic bombers were pulverizing the German fuel industry and its refineries.

Further considerations resulting in the failure of both the Me-262 and He-162 to reach large scale operational status was the dilution of production effort required to build a host of different models of each of these aircraft—even before they were proven in action. This problem plagued the Me-262 program in particular where fighter, all weather interceptor, photo-reconnaissance, ground attack, and night fighter models were slated for production. If the German aircraft ministry authorized only one or two variants instead of five, then the Luftwaffe might have gotten its jet fighters much sooner and in sufficient numbers to make a major impression on the air war over Europe.

The scenarios presented here assume the Germans were able to overcome historical factors delaying jet aircraft production and were able to re-equip the Luftwaffe almost completely with jet fighters. At the same time, the Luftwaffe would have been forced to rely on smaller numbers for a variety of reasons including the Soviet advance in the east, shortages of airframes, engines, fuel, and well trained pilots. Add to this equation the continued Allied strategic

bombing and the Luftwaffe would still have a difficult but not impossible task ahead if it wanted to turn the tide of the air war over Germany.

Both of the scenarios in this article are intended to be used with the Basic game order of battle and the Operation Custer order of battle. None of these scenarios are intended for use with the advanced game. All games will be 20 turns in length. Unless otherwise mentioned, all *Luftwaffe* rules will be in effect including rules governing jet aircraft. German jets may be attacked while refueling at their home bases. All tournament rules for jet aircraft must be used and the German player is not allowed to use any conventionally powered aircraft except on an optional basis.

#### BASIC GAME ORDER OF BATTLE:

US Player - 9 x B-17, 12 x B-24, 3 x P-38, 3 x P-47, 6 x P-51

German Player - 3 x Me-163, 7 x Me-262, 7 x He-162

Optional German Units - 4 x Me-109, 6 x Fw-190

#### OPERATION CUSTER ORDER OF BATTLE:

US Player - 9 x B-17, 12 x B-24, 1 x P-38, 10 x P-47, 11 x P-51, 1 x B-25, 2 x A-26

German Player - 3 x Me-163, 14 x Me-262, 8 x He-162

Optional German Units - 4 x Me-109, 6 x Fw-190

All Basic game and Operation Custer scenarios will use the victory conditions from the Basic game. In lieu of using aircraft factories as targets the players may also use oil refineries and rail centers as targets for this scenario.

#### Tournament Game

In addition to playing the Basic game and Operation Custer scenarios, players may wish to play out the entire game simulating the US daylight

strategic bombing campaign and its opposition by a Luftwaffe equipped with jets sooner than it was historically. Both sides may bring tournament forces and replacements into play only when stated to do so on their respective order of appearance cards. The US player takes his reinforcements and replacements as indicated but the German player will take a different approach.

The procedure is this: for every *four* conventionally powered fighters the German player is designated to receive as reinforcements or replacements *at any time in the game*, the German player may remove them from play and substitute *one* Me-262 or *one* He-162 or *one* Me-163. The exact types of conventionally powered fighters removed is left to the German player. The number of jet fighters that may be in play is limited by the countermix. As a further option, the German player may try limiting himself to just one type of jet fighter (i.e. Me-262 or He-162 but not both). The German player always receives Me-163s.

Another way to play this variant is for every *four* conventionally powered fighters the German player starts the

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game with, he may remove them from play and replace them with *one* Me-262 or *one* He-162 or *one* Me-163. The exact types of conventionally powered fighters removed is left to the German player. The number of jet fighters that may be in play is limited by the counter mix. This simulates a more sudden (and somewhat less realistic) change over from conventional to jet powered aircraft.

Players are reminded that the historical situation was overwhelmingly balanced in favor of the Allies and they should not go overboard trying to balance the game.

James Meldrum

#### *Who Designed What?*

There have been 32 original games published in *Panzerschreck* through issue #13. So far, games have been designed by Pieter de Wilde, James Gordon, Gary Graber, James Meldrum, and Paul Rohrbaugh. Here's a list of games and their designer, in alphabetical order, with issue number following.

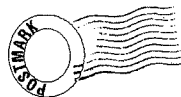
*Andersonville* (Graber) 7  
*Assault on Cherbourg* (Graber) 13  
*Barbarossa Campaign* (Graber) 3  
*Battle for Bataan* (Meldrum) 9  
*Battle of the Atlantic* (Graber) 4  
*Berchtesgaden* (Graber) 4

*Cold Harbor* (Graber) 3  
*Commando Raid on Rommel* (Graber) 5  
*Dogger Bank* (Graber) 5  
*Drive on Leningrad* (Graber) 12  
*Escape of the Goeben* (Graber) 9  
*Fall of Constantinople* (Graber) 6  
*Fall of Röhm* (Graber) 8  
*First Day of the Somme* (Graber) 5  
*Göring's War* (Graber) 8  
*Graf Spee* (Graber) 13  
*Jellicoe vs Scheer* (Graber) 6  
*La Bataille de York 1813* (Graber) 9  
*Masada* (Graber) 12  
*'Nam Diary* (Graber) 6  
*1914: Opening Moves* (Graber) 7  
*Nuremberg: Trial of Century* (Graber) 2  
*Operation Typhoon* (Meldrum) 10  
*Panzers in the Southeast* (de Wilde) 11  
*Quick Armor Rules* (Graber) 11  
*Reichstag: Fall of Berlin* (Graber) 1  
*Sacrifice in the East* (Meldrum) 7  
*St George's Valour* (Rohrbaugh) 8  
*Siege of Leningrad* (Graber) 9  
*Sink the Tirpitz* (Gordon) 11  
*Sniper Attack* (Graber) 10  
*Tsaritsyn* (Meldrum) 13

Got a design that is a fun game and fits within the magazine's format? Consider submitting it for publication and share the fun. Email me for details.

Gary Graber

## LETTERS from the FRONT



Hi Gary,

I wanted to personally thank you for sending along review copies of *Panzerschreck* magazine to *Fire & Movement*. I've got reviews of it coming up in issue 135, which I just submitted for press.

I also wanted to congratulate you on the magazine overall. I think the value you're providing, the topics you're willing to tackle, and the ground you're breaking are fantastic.

Are all of the back issues still available?

I think I'd like to pick them up and get a sub for myself.

Jon Compton

*Thanks for the note... we aim to please! You can visit the Minden website for our most up-to-date product listing, price information, and special offers. All back issues and games are currently available.*

# OP

# Observation Post

△ △ △ By the Editor

I decided to continue the trend of looking at offerings from wargaming's periodical press this time around. In this installment, we'll take a look at *Line of Departure Wargaming Quarterly*.

*Line of Departure* is a semi-professional quarterly newsletter that contains articles, reviews, and variants for wargames past and present. It is edited and published by James Werbaneth, a game designer and author who has written for several wargame magazines. The latest issue (#49, Summer-Fall 2004) is 24-pages, 8.5x11 format, stapled in the top left hand corner. The editor is the author of all the six articles in this issue, though other authors contribute at times.

James is an excellent writer, and his offerings are thorough and interesting. For instance, in this edition there are, among other items, in depth reviews of GMT's *Gringo!* (designed by Richard Berg), and *Jassin 1915* by Khyber Pass. Plus, there is a variant (with additional ship ratings) for Yaquinto's classic *Ironclads* game. Note that the reviews contained in *LoD* are proper, full-length articles, which go into detail about the game in question. For instance, the feature article in this edition (*Gringo!*) ran

to seven pages. So I would not call the editor's approach superficial by any stretch. Also, each issue contains an introductory editorial and a small "News from Wargaming" column, which is typically one of my favorite offerings. Good stuff.

I've been a subscriber to *LoD* for about five years now, and I have found it to be quite consistent in terms of its quality and focus. Besides boardgames (from both major and DTP companies), James does tackle a select number of computer games on occasion (a genre which is not a personal favorite), but this is a decided minority among articles. All told, this issue was another pleasurable read.

*Line of Departure* contains a good mix of articles covering new and classic wargames. Chances are, if you are reading these words, you are a keen wargamer, and chances are also that you would appreciate what *Line of Departure* has to offer. Single issues cost \$5.50 to US and Canadian readers at the address below if you would like to check it out. Tell them that *Observation Post* sent you. P

## CONTACT INFORMATION

***LINE OF DEPARTURE*, c/o James Werbaneth, P.O. Box 508, Gibsonia, PA 15044. One year sub (4 issues) costs \$20 (\$25 outside US/Canada). Foreign payment must be in US funds drawn on US bank.**

**[www.wargamer.com/Hosted/lineofdeparture](http://www.wargamer.com/Hosted/lineofdeparture)**



# Synopsis of Games Published in *Panzerschreck*

<u>Game</u>	<u>Issue</u>	<u>Period</u>	<u>Scale</u>	<u># Players</u>
<b>Reichstag: The Fall of Berlin</b> <i>The player (Russians) fights building to building in downtown Berlin and must "fly the flag" over the Reichstag as quickly as possible.</i>	1	WW2	tactical	solitaire
<b>Nuremberg: Trial of the Century</b> <i>The player (prosecuting Allies) must convict Nazi war figures, balancing a fair trial with keeping the Soviets happy with the number of convictions.</i>	2	WW2	abstract	solitaire
<b>Barbarossa Campaign</b> <i>The player (Axis) launches Operation Barbarossa in this strategic level game (quarterly turns, army sized units) that emphasizes economics.</i>	3	WW2	strategic	solitaire
<b>Cold Harbor</b> <i>Mini-Sim. The player (Union) makes a frontal assault against the Confederate positions in the hope of achieving a breakthrough.</i>	3	ACW	tactical	solitaire
<b>Battle of the Atlantic</b> <i>The player (German) must try and sink enough tonnage each month to bring Britain to her knees.</i>	4	WW2	operational	solitaire
<b>Berchtesgaden</b> <i>Hypothetical battle in 1945 pitting Axis and Allied units in combat around the rumored "National Redoubt" in the Alps.</i>	4	WW2	operational	2-player
<b>First Day of the Somme</b> <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>	5	WW1	operational	solitaire
<b>Dogger Bank</b> <i>Naval combat during the Great War between individual British and German battlecruisers in the North Sea.</i>	5	WW1	tactical	2-player
<b>Commando Raid on Rommel</b> <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>	5	WW2	tactical	solitaire
<b>Fall of Constantinople</b> <i>The player (Ottoman) makes a final desperate attempt to capture Constantinople from its heroic Christian defenders, A.D. 1453.</i>	6	medieval	operational	solitaire
<b>Jellicoe vs. Scheer</b> <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>	6	WW1	tactical	2-player
<b>Nam Diary</b> <i>Mini-Sim. Jungle firefight between individual US and NVA soldiers.</i>	6	modern	tactical	2-player
<b>Sacrifice in the East</b> <i>Germany tries to stave off defeat by the Soviets in the east, 1945.</i>	7	WW2	operational	2-player
<b>Andersonville</b> <i>Euro-style card game of survival and endurance, based on life in infamous Andersonville prison camp during the Civil War</i>	7	ACW	card game	multiplayer

<b>1914: Opening Moves</b>	7	WW1	strategic	solitaire
Mini-Sim. <i>The player (Germans) plans and executes the war in the West, with off-board East Front strategy often the key to victory.</i>				
<b>St. George's Valour</b>	8	WW1	tactical	solitaire
Battle of Zeebrugge, April 1918. <i>Simulates the daring British (the player) raid made on German U-Boat pens.</i>				
<b>The Fall of Röh</b>	8	WW2	abstract	solitaire
<i>The player (the National Socialist Party) attempts to manipulate various factions and purge the SA to insure Hitler's succession of Hindenburg.</i>				
<b>Göring's War</b>	8	WW2	tactical	2-player
Mini-Sim. <i>Simple air-to-air combat game pitting lone British and German fighters against each other in the Battle of Britain.</i>				
<b>Battle for Bataan</b>	9	WW2	operational	2-player
<i>The 1942 Japanese assault on the American forces in the Philippines is depicted in this two-player game.</i>				
<b>Escape of the Goeben</b>	9	WW1	tactical	2-player
<i>Expands the Jellicoe vs Scheer system to include the Mediterranean fleets of major allied and Central Powers nations during the Great War.</i>				
<b>Siege of Leningrad</b>	9	WW2	abstract	solitaire
Mini-Sim. (Logistical Module I) <i>Playable alone or as a plug-in to existing east front wargames. See if you can keep Leningrad from falling.</i>				
<b>La Bataille de York, 1813</b>	9	1812	tactical	solitaire
Mini-Sim. <i>The player (British) tries to turn back the American invasion near York (afterwards, Toronto) during the War of 1812.</i>				
<b>Operation Typhoon</b>	10	WW2	operational	2-player
<i>Two player game (corps/army level, weekly turns) on the German drive on Moscow during late 1941.</i>				
<b>Sniper Attack</b>	10	WW2	card game	solitaire
<i>Simple solitaire card game of sniper action in World War II.</i>				
<b>Jellicoe/Goeben Supplement</b>	10	WW1	tactical	2-player
<i>Expands the Jellicoe/Goeben game system to include the US, Japanese, and Russian Baltic Fleets during the Great War, along with new optional rules. Ownership of Jellicoe vs Scheer or Escape of the Goeben necessary.</i>				
<b>Panzers in the Southeast</b>	11	WW2	operational	2-player
<i>Two-player game (corps/army level) pitting the Germans against the Soviets in southeast Europe during the final months of World War II.</i>				
<b>QAR: Quick Armor Rules</b>	11	WW2	tactical	2-player
<i>Miniatures rules system covering the fighting in North Africa in early WW2. Supplied counters represent major British, German, and Italian tanks and guns.</i>				
<b>Sink the Tirpitz</b>	11	WW2	operational	solitaire
Mini-Sim. <i>The player (British) attempts to sink the famous German battleship in this simple solitaire game.</i>				

*continued on page 61*



# Minden Games Price List [www.homestead.com/minden\\_games](http://www.homestead.com/minden_games)

**Panzerschreck #13** (68 pages + inserts) issue games: *Tsaritsyn* and *Assault on Cherbourg*, plus *Graf Spee* Mini-Sim. \$17.00

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**PayPal orders accepted at: [minden2@hotmail.com](mailto:minden2@hotmail.com)**

**POSTAGE:** Add \$2.00 per order, no matter the size or destination (exception: orders for current issue of *Panzerschreck* only are post free). For overseas Airmail: add \$2.00 plus 15% of total of order. Prices subject to change without notice.

Orders may be mailed directly to Minden Games, 9573 W. Vogel Avenue, Peoria, AZ 85345



# Tsaritsyn

## Counters

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1  37 3-3	2  37 3-3	3  37 2-3	4  37 2-3	5  37 2-3	6  37 2-3	7  37 2-3	8  37 2-3	9  37 2-3
10  37 2-3	11  37 2-3	12  37 2-3	13  37 2-3	14  37 1-3	15  37 1-3	16  37 1-3	1  38 2-3	2  38 2-3
3  38 2-3	4  38 2-3	5  38 1-3	6  38 1-3	1  38 2-3	2  38 2-3	1  38 3-3	2  38 3-3	3  38 2-3
HQ  1 1-2	GB  1 2-*	1  2-4 2-4	AT  1 3-*	1  D 2-4	2  D 2-4	3  D 2-4	4  D 2-4	5  D 1-4
6  D 1-4	7  D 1-4	1  1-2 1-2	2  1-2 1-2	3  1-2 1-2	4  1-2 1-2	5  1-2 1-2	6  1-2 1-2	7  1-2 1-2
8  D 1-4	1  37 2-3	2  37 2-3	7  38 1-3	1  3K 2-3	1  2-4 2-4	2  2-4 2-4	3  2-4 2-4	1  1 3-3
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# Assault on Cherbourg

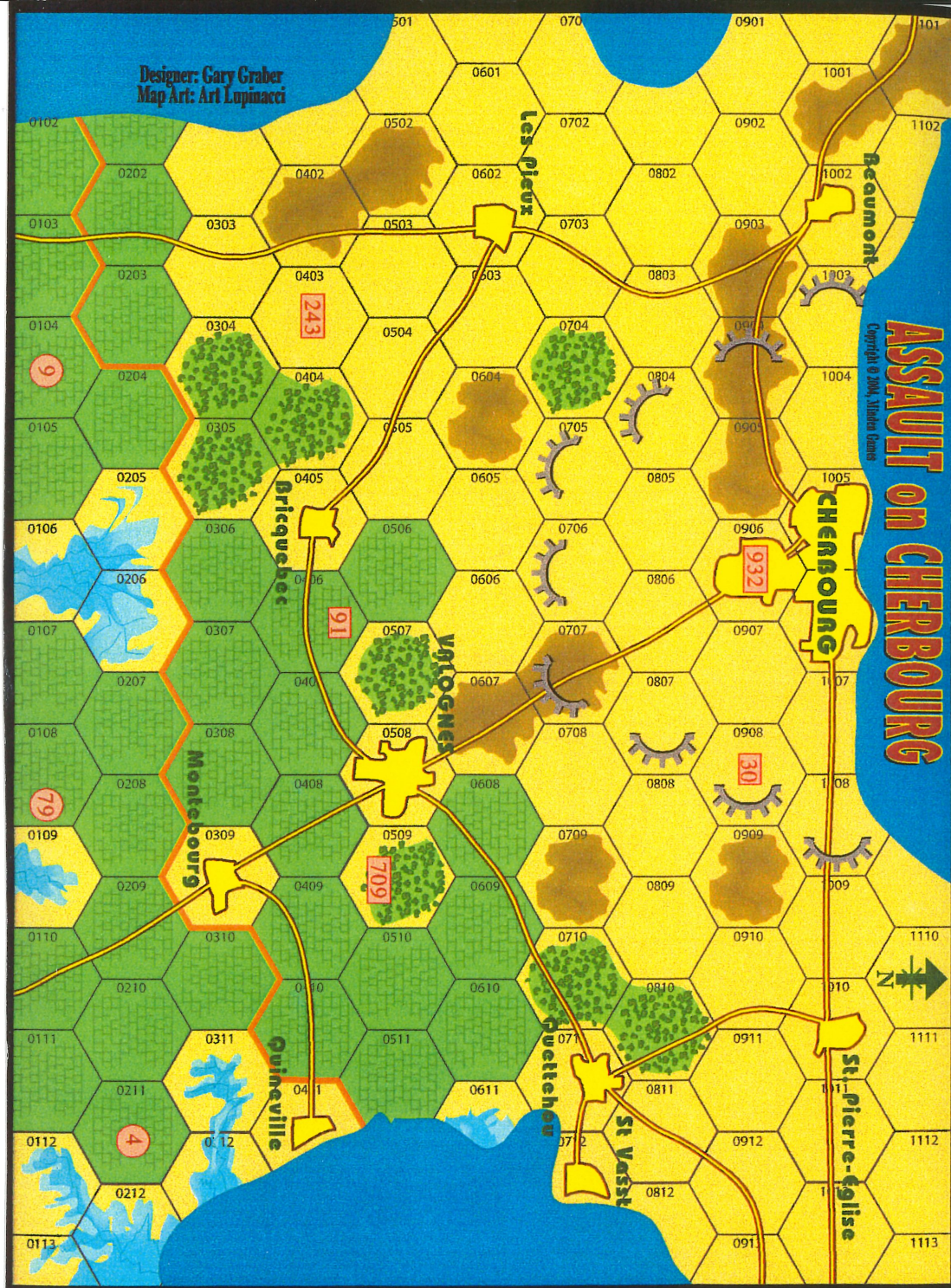
## Counters

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A  243 1-3-5	B  243 1-2-5	A  91 2-3-5	B  91 2-2-5	A  709 2-4-5	B  709 2-4-5	1  932 1-1-6	2  932 1-1-6	1  902 2-2-6
1  17 3-4-5	1  30 3-2-6	2  30 3-2-6	1  101 3-2-6	1  HQ 0-1-4	1  1 0-2-0	2  1 0-2-0	3  1 0-1-0	1  95 1-1-5
4  1 0-1-0	5  1 0-1-0	6  1 0-1-0	A  266 4-5-5	A  266 4-5-5	A  4 6-6-6	B  4 5-5-6	A  9 6-6-6	B  9 5-5-6
A  79 6-6-6	B  79 5-5-6	1  8c 3-2-6	2  8c 3-2-6	1  8c 3-3-7	2  8c 3-3-7	1 Air 1	1 Air 2	1 Naval



Designer: Gary Graber  
Map Art: Art Lupinacci





# KEY



Town



Fortification



Railroad



Rough



River



Start  
Line



City

3rd  
Inf

Set-up hex

Map Art:  
Art  
Lupinacci

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Design: James Meldrum  
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