

Panzerschreck

Issue 7

Winter 2001-02

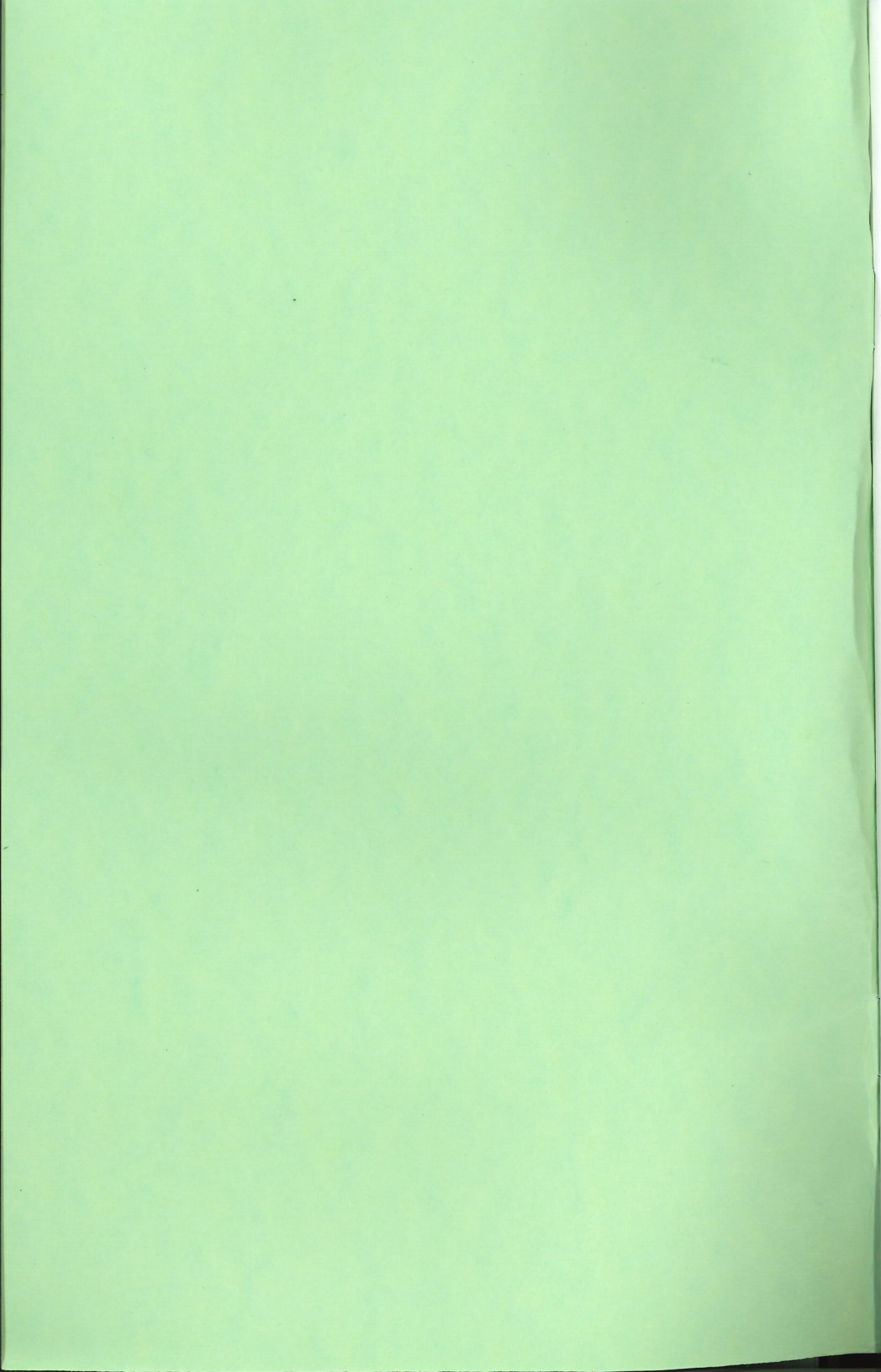
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Two Complete Issue Games Inside

**Andersonville
Sacrifice in the East**



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Panzerschreck #7, Winter 2001-02. *Panzerschreck* magazine publishes strategy games and variants for popular boardgames, especially those of the "classic" variety, with an emphasis on simplicity and playability. *Panzerschreck* is published irregularly by Minden Games. Only single-copies (including back issues) are available; no subscriptions are accepted. See page 58 for current prices.

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Opening Rounds

By the Editor



Welcome to *Panzerschreck* #7. This issue contains several "firsts" for the magazine. For one, it contains the first game submitted from an outside designer. James Meldrum's *Sacrifice in the East* is a fast-paced two-player game of the last months of World War II in the east. Another first concerns the other issue game, *Andersonville*. Not only is this the initial card game published within these pages, it is also our first multi-player title. *Andersonville* falls into the Euro or German game category, which itself is another "first" for *Panzerschreck*. Though its mechanics are very simple, some very interesting strategy is involved in playing the game well. We hope that you enjoy what each of these games has to offer. In spite of all these firsts, we hope you recognize the continuity present within these pages, as our emphasis at *Panzerschreck* continues to be providing you with good wargaming and gaming article bang for the buck.

This issue's Mini-Sim takes the role of issue #7's solitaire offering. *1914: Opening Moves* is quite big (for a Mini-Sim), certainly the biggest published to date. Once again, we hope you enjoy reading, studying, and playing it.

"Numbers, Give Me Numbers"

With apologies to my friend Mr. Ray Sands, we thought you would like to know how *Panzerschreck* is faring in terms of publishing numbers. We are now being carried by several retail and wholesale shops in the US, Canada, and Great Britain. The magazine is at the point where each issue can be expected to sell out its initial run of three hundred copies. When this happens, one of

the advantages of desktop publishing kicks in: it is easy enough simply to have more copies printed. This way, all back issues can be kept in print and available, so that's good news for everyone.

Submissions

I want to thank those readers who have been submitting articles for publication. I believe you'll agree that this issue has a good mix of articles, from a variety of authors. Game submissions are coming our way as well. While we can't say for sure what particular game will or will not be included in future issues, we think you'll be pleased with the titles—both in-house and out-of-house designs—that *Panzerschreck* has in store for you in upcoming issues.

Panzerschreck Feedback

Please feel free to direct your feedback and comments about the magazine and the issue games directly to the editor at minden2@hotmail.com. Like something? Disagree with something? Want to get a gaming issue off your chest? That's what *Letters from the Front* is there for, so let's hear from you. In the meantime, kick back, get comfortable, and enjoy this issue of *Panzerschreck*!

Gary Graber
Toronto
December 2001

SCOUTS FOR THUNDERBOLT/ APACHE LEADER



By James E. Meldrum

GMT's *Thunderbolt / Apache Leader* game represents scout helicopter operations in an abstract manner. For a change of pace, why not fly scouting missions like regular missions? You can argue that those missions wouldn't be very exciting and couldn't accomplish very much against any enemy force which might be true if players were flying unarmed / lightly armed observation helicopters like the OH-6 Cayuse or the OH-58 Kiowa.

Enter the RAH-66 Comanche. This helicopter is in its in flight testing and production stages with the US Army. The Comanche is designated to fly both scouting *and* light attack missions. This means it can detect and then attack any enemy forces encountered. The Comanche is slated to replace the OH-58 Kiowa and even perhaps certain models of the AH-1 in the recon role.

The objective of this variant is to expand the currently abstracted scouting missions into actual missions. In all cases, the scouting missions support missions by AH-64, A-10, and AV-8 aircraft. When flying missions, the Comanche pilot has the option of detecting enemy forces and withdrawing, hopefully undetected (and with an intact skin), to maintain US surprise and initiative, or to attack immediately and gamble on losing the initiative.

The Comanche is about the same size as the AH-1 and is designated as an armed scout aircraft with a crew of two. It has most of the same sensor technology as the AH-64. A major difference, however, is that it is de-

signed from the outset to be air combat capable - a first for a US helicopter. Contributing to the air combat capability is a streamlined, stealthy shape plus retractable weapons and weapon stations and retractable landing gear. The tail rotor is faired over. Recently there has been discussion about replacing the nose-mounted gun turret with a fixed-forward firing gun. Such an arrangement would require the Comanche to point its nose at a target when attacking with the gun like a conventional fighter plane. Eliminating the nose turret, however, would reduce costs and improve gun accuracy. So far this doesn't seem to have happened.

The Comanche may carry up to six missiles plus a gatling-type 20mm cannon in a nose turret. Heavier weapons loads are possible at the expense of performance, range reduction, and stealth reduction. Pylon hits against the Comanche are treated as no effect because all stores are will be carried internally. In this variant, the RAH-66 Comanche is limited to a load of six missiles (all carried internally) and a chin turret-mounted gun for all missions, consistent with the scouting mission.

In game terms, the RAH-66 may not use additional gun pods, Rockeye bombs, or Maverick missiles. It may use up to two Stinger missiles for air to air combat. These are counted against the total load-out. The Comanche may not conduct multiple munition attacks. Add one when resolving air combat due to agility.

If the Comanche suffers damage, the

first hit causes it to leave the battlefield and return to its base as in a wounded-abort result. The Comanche may suffer only one structural hit; second structural hit destroys it. Subtract one from all a/c returning damaged tables and use AH-1 hit counters and tables. Because of improved design and simplified maintenance requirements, the Comanche requires only 1/2 airbase point to repair.

When playing this variant, substitute up to four RAH-66 Comanche helicopters for the scouts mentioned in rule 3.2 and use the RAH-66 aircraft just like the scouts. Instead of allocating scouts (3.2) and checking for success / failure of scout missions (3.3), conduct a regular mission using the RAH-66 aircraft. For sector map purposes, the Comanche is considered identical to the AH-64. When each Comanche enters the tactical map, set up the map as in rule 8.0. The scout helicopter must trace a line of sight to enemy units in order to discover them. If they can trace a line of sight, then rule 3.4 is satisfied; if not, then penalty conditions spelled out in rule 3.4 are in effect. If the scout helicopter leaves the map without being discovered, the US player receives a +2 modifier for his initiative die roll for the next mission. If enemy forces discover the scout, the US player receives

a -1 die roll modifier for his initiative die roll. The US player may attack with the Comanche but if doing so, he forfeits the +2 modifier die roll modifier and risks whatever damage the helicopter might suffer. When operating the Comanche in the scouting role, consider it to be at low level for the duration of the mission. The equivalent of a Low Level Approach mission event card is in effect throughout the mission.

The RAH-66 Comanche is assumed to have a built-in ALQ-119 pod. This pod represents stealth characteristics built into the Comanche rather than the addition of externally mounted sensors. If the player draws an Early Detection card during his target-bound mission event check, early detection may occur only on a die roll of 1-3, *not* 1-4.

Unless otherwise mentioned, all tables and rules from the original game are in effect at all times. Use the original game rules for resolving any conflicts between this variant material and the game rules. Players should feel free to use the RAH-66 Comanche in any of the scenarios where scout helicopters are used. If players wish, they may also try substituting the Comanche in scenarios of their choice where the AH-64 Apache is used.



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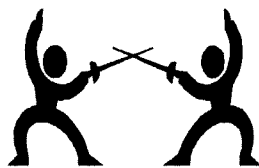
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TASK FORCE GAMES' *MUSKETEERS* THE HISTORIC SCENARIOS

By Roger Deal



Musketeers is an ultra-simple game that attempts to capture the ambiance of the swashbuckler genre, especially the novels of Dumas and the films based thereon. In this, it only partly succeeds, as the combat system is very basic and the rest is, essentially, a game of capture the flag. What's more, the map, which purports to show a smaller royal residence, has architecture that is bizarre to say the least. Still, the scenarios are not long and, if approached with the right attitude, can be a fun way to spend an hour or so.

One thing that players will notice right away in examining the rules is that none of the scenarios are based on events actually described in the books or on film. Sadly, this tends to diminish the game's strong point: the role-playing element. Here, then, are three scenarios, based on the original material.

Duel in the Luxembourg Gardens

This is a scenario (actually at the back of the *Carmes Dechausses*) using only the combat system based on the duel in the early part of the novel. D'Artagnan has engaged to fight Athos, Porthos and Aramas in a spot where five tall hedges of a public garden and the windowless wall of a nunery provided some privacy. Alas, five members of the Cardinal's guard show up.

The musketeers are, of course, our four heroes. Athos was suffering from a small wound at the time and starts with a to-hit percentage of 65%. The members of the Cardinal's guard are Cahusac, who had fought Athos, Bi-

caret, who fought Porthos, two 40\$ guardsmen who fought Aramas and Jussac who fought D'Artagnan. It will be a very close fight, probably closer than in the book or films. Historically, D'Aatagnan incapacitated his opponent right away, then joined Athos to defeat Cahusac while Aramas finished off his two opponents at which point, Bicaret was ordered by Jussac to surrender.

Rescuing the Duke

This is based on an incident which occurs only in the film directed by Richard Lester in 1974 but it's too good to ignore. The Queen, accompanied by her loyal seamstress (and D'Artagnan's mistress) Constance Bonacieux, is meeting the Duke of Buckingham in a public laundry. The King's guards have been tipped off by a lady in waiting who is an agent of the Cardinal and arrive to arrest the illicit pair. Fortunately, D'Artagnan has followed Constance here and now sends his lackey, Planchat, to get the three Musketeers while he charges to the rescue.

Room N on the first floor represents the laundry; the tables represent the lips of water troths and are elevated. Assume the room to be divided in two areas, the dividing line running north-south with the map being read from the south side. Assume further that the stairs are a third area and lead to a door that takes characters to the palace and out of the scenario. The door is a narrow one and only one character may go through it in one move. The Queen, Constance (use the Marchioness) and

the Duke begin in the eastern section.

Separate all the King's guard counters except named counters and stationary guards. Then turn upside down and separate out four groups of two each. Leave them upside down until they enter play. The guards move first; two enter per turn from the south door in the west section. They may only exit through this door. On each musketeer turn one musketeer enters the western section. D'Artagnan is the first to enter, after that, they come on in any order the player wishes. D'Artagnan's lackey is represented by a 40% musketeer and may enter with any musketeer except D'Artagnan. He is not required to enter combat and, if he does, he only hits on at 20%. Until he enters combat, he cannot be attacked and, if he enters a combat in which a musketeer is already involved, the guard must attack the musketeer. If the Duke and all four musketeers are killed or incapacitated, he runs away.

The guards win if (1) the Duke and all four musketeers are killed or incapacitated and at least one guard is still active, or (2) the Queen is captured. If Constance is captured, it is a draw. Any other result is a musketeer victory.

On the first musketeer turn, the Queen and Constance may move onto the stairs but no further. On the following turn one of them may exit and, on the next turn, the other may. Either of them is considered held if a guard counter in the same space is placed on top of them. The guard cannot hold and fight at the same time; if they are involved in combat they cannot be placed on another counter and, if attacked, must "release" the one they are holding. The Queen cannot resist or aid another character in any way. Constance can attack a guard with a percentage of 15% which represents her kicking and hitting. If successful, the guard is prevented from seizing her or

the Queen (who can then move; this is an exception to the normal sequence of play) or fights at —10% that turn. Neither woman may ever be attacked normally. Constance will not exit if the Queen is still in the room; the Queen has no such restriction. Guards with a prisoner in tow move one space per turn. They may exit the western area as a move and, if they do, the prisoner is considered captured. Guards who exit in this manner may not re-enter play.

Returning the Jewels

The high point of the first half of the book, and the first of Lester's films, is the successful attempt of D'Artagnan to return the diamond studs to Queen Anne which she gave to the Duke of Buckingham in a moment of weakness. If he failed, the Queen would be ruined, i.e. dead. The effort was made harder by the fact that a court ball was in progress at the time and the guard was out in full force. In the book, D'Artagnan succeeds without encountering any guards and the Queen merely returns to the ball. In the film, a battle with the grounds patrol took place.

Place one 4-guard unit in front of the front door and the other on ground patrol. Place the named Royal Guard counters in the guardroom. Turn the remaining Royal Guards upside down and place two in each of the following locations: the Ballroom (with the King), 1st floor halls J and G. These remain in place until activated. Three two-man patrols are placed on the first turn a musketeer enters the palace or is spotted. The rest are placed in the guardroom. The King and the Cardinal are placed in the Ballroom, and two unnamed Cardinal's guards, selected at random, are placed, upside down, with him. All guards remain upside down until they are in the same area as a musketeer. The Queen, M'Lady (represented by the Marchioness) and

the remainder of the Cardinal's guard, are placed to one side.

D'Artagnan and his lackey (which in this scenario is also considered a musketeer for game purposes) enter from any edge. They have a jewel and may have a rope and hook. They, and the three musketeers, if they enter play, may move two spaces on the turn they enter. To win, the jewel must be delivered to the Queen by one of the five musketeer characters and this delivery must not be observed by any of the other persons in play, except M'Lady, whom no one will believe anyway. The musketeers lose if they are all killed or incapacitated or if the jewel is taken by anyone else but the Queen or another musketeer character. If all other musketeers are dead or incapacitated, the lackey will surrender if confronted by a guard.

To take the jewel, the character must spend one entire movement searching the body of the musketeer who has it. M'Lady will surrender it to a musketeer in the same area who is still standing and not otherwise occupied. Guards must be fought.

The three musketeers enter on any outside edge on the turn after D'Artagnan first encounters guards or "Winter.

The Queen is in one of the upstairs bedrooms, crying in despair. She is in: A, B, D, E, G, H, I, U or W. There is a 10% chance she will be in the first of these that a musketeer enters, a 20% chance on the second, etc. The musketeer must actually enter the room, as the Queen is too fearful to open doors or respond to calls.

The first time a musketeer character enters the palace, the Cardinal player rolls 1d6 for each of the three two-man patrols and M'Lady. One patrol is placed downstairs in: E, G, O, S, N or I (1=E, etc.). Two are placed upstairs in: J, K, Q, O, V or Y. They are placed separately but may begin in the same

room. M'Lady is placed in: 1A, 1L, 1R, 2Q, 2V or 2K. Once placed, all move randomly until they encounter a musketeer or the alarm is given. Guards may not enter the ballroom by random movement; a roll that requires them to do so is treated as "stay". If guards encounter a musketeer, at least one must fight each musketeer encountered. Any additional guards may go spread the alarm if they have movement points available. The first time M'Lady encounters a musketeer, she will scream, which will alert the guards on that floor. She cannot be attacked; her actions are limited to screaming, carrying the jewel and going for help. Other than M'Lady's screams, the alert is given (a) as per the usual noise rules, (b) by having a character who has seen a musketeer or been alerted cease movement in an area containing characters who have not been alerted, alerting those characters, (c) if a musketeer enters outdoor areas #1, 2 or 3 the guests see them through the windows, (d) if a musketeer enters area L (the kitchen), (e) each turn a musketeer is in the pantry or dining room, the Cardinal player rolls 1d6 before his movement; on a 6 the musketeer has been seen by a member of the kitchen staff and everyone on the first floor is alerted.

Once alerted, characters can move freely except (a) the four-man guard units must remain at the door or on their rounds, (b) at least one guard must remain with the King and with the Cardinal, both of whom remain in the ballroom at all times.

If a musketeer enters the ballroom, all male guests (represented by the remaining Cardinal's guards) will attack him. The King and Cardinal may never be attacked.

It is possible that the studs will be delivered without encountering any resistance (the "historical" result) or that everyone will die in the attempt. ■

The Curmudgeon Strikes!

How Board Wargaming Tried to Drive Itself Out of Business...

by George Phillies

Once upon a time, board wargaming was a substantial business, with individual game titles selling 100,000 or more units, organized competitions and specialty magazines for many individual games... but not any more.

What happened?

A substantial issue is price. Avalon Hill's early games cost \$4 or \$6. We have had massive inflation since then, but even with inflation that price is a far cry from the \$30, \$40 or \$60 you see on many games today. When a game costs as much as an opera ticket, people are less willing to invest—so sales fall, fixed costs are spread over fewer units, and prices ramp further up. Several companies have fallen on the clever scheme of pre-selling their titles, so that enough orders are in hand to cover costs before any capital is invested, and so the income needed to cover costs appears as soon as the titles roll off the assembly line.

A substantial part of that cost is graphics. The original Avalon Hill games featured clearly readable simply printed units, black ink on non-gloss pale pastel backgrounds, permitting easy reading of unit counters under a wide range of lighting conditions, even by people whose color vision was less than perfect. The Devil in the works was SPI graphic designer Redmond Simonsen, whose tirade against "frou-frou pink" panzer corps led to unit counters matching uniform colors, even though in many modern armies those uniform colors were chosen to make their wearers difficult to see from a distance. The tirade led further to unit counters in which print and background

inks were difficult to resolve, even before we get to the graphics designers who ignored basic known results about human visual physiology and tried to give us unit counters with white inks on black backgrounds. The use of high-gloss unit counters was a further backward step. The worst of the lot came from an otherwise reasonable manufacturer of Napoleonic-Period games whose unit counters allegedly matched the full uniform down to the buttons, so that the unit counters were essentially unreadable without careful study, and so that sorting the armies became a major chore. Curiously, the uniform color was oft ignored with Soviet units, unless you think that Soviet Guards units wore bright scarlet uniforms.

The more serious difficulty with polychrome unit counters was not that they were ugly, not that they were hard to read, but that they were expensive... and drove up the price of the games.

The same issue arose with maps, whose color schemes have become far more ornate as time went on. All those hues and shades have to be paid for. We may again point the finger at SPI, Inc., whose early efforts were economical and whose later efforts were more impressive. The reactionary decision of early SPI rules writers to run rivers between hexes -- as the most primitive AH games did -- rather than through the middle -- as more modern AH rules did -- simply led to highly colorful maps whose topographies did not resemble reality. Printing hex ID numbers on every square on the map, needed because SPI used an orthogonal coordinate system rather than the skew-wise

coordinate system of the more advanced AH designs, did nothing to make games more readable.

The graphic artists struck the first fatal blow against the gaming hobby.

Others were to follow.

One of the more critical attacks on the viability of the hobby came from the designers, or rather the designers who valued rules complexity over designing for play balance. As rules become more and more elaborate, the number of people who actually learn how to play a game rather than faking it appears to have fallen. Friends who study rules carefully before playing report reaching different parts of the US, playing games, and encountering people who had no real idea of what was happening, other than in the rule that was presently under their noses. The same game was allegedly being played, but the rules could be very different.

We may again refer the blame back to SPI and vicinity, and the people who propagandize the erroneous idea of playing a game without determining first what the game's rules are. Of course, this sort of ignorance sometimes protects designers. The most glaring errors in game design are less visible when people are blind. Some of you may recall original edition War in the East, in which the progress of the German army was completely controlled by the railroad repair units, almost to the exclusion of other issues such as combat. The group I participated in believed in learning rules first, so everyone knew this when the game was first played; in other places, people went many plays of the game without noticing that the rail battalions were more important than the tank armies.

I do remember people who gave up playing games of certain companies, because it became clear that no effort at

all had been made to see if the game had a simple solution, a perfect plan guaranteeing victory for one side or the other. One would put a large effort into learning how to play a game, and the game would turn out to be worth playing no more than once or twice.

Idiocy rules were another challenge. In some wars, one side or the other did poorly because its commanders were semi-competent or worse. Rules to imitate these effects were imposed, so that the players were compelled to duplicate the stupidities of their predecessors. These rules were defended on the grounds of alleged 'historical accuracy'. Of course, if a game were completely historically accurate, the rules would specify where you were to move each unit on each turn, not to mention specifying to the dice which rolls they were to generate and when. Your author believes that the point of the game is to have the player take the roles taken historically by a commander (more commonly, by several levels of the command structure) and for the player's skills to determine the outcomes. Making the player a part of the rules set did little to encourage general interest in games, except among a narrow clique that was actually interested in history and not in gaming.

In short, the hobby has a problem of its own making, arising from bloated prices, ornate graphics of negative play value, excessive rules complexity, poor game design,... Did I miss something?

Probably.

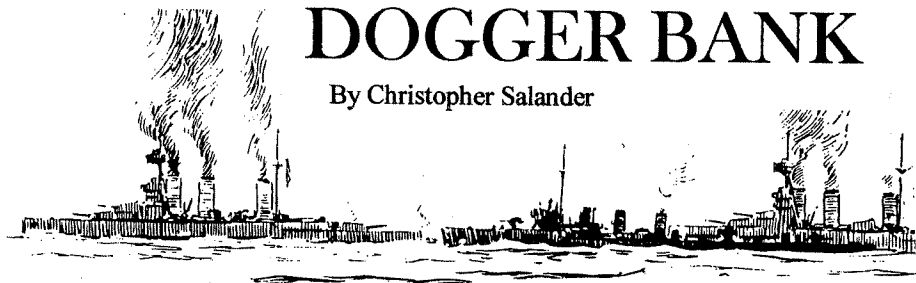
And what do we do? Games with simple rules, readable counters, maps where all rivers do not run along one of six cardinal directions,...and recruiting gamers from other hobbies may help.

Some other time. ■

Detailed

DOGGER BANK

By Christopher Salander



The following rules and charts expand the *Dogger Bank* game printed in issue #5 of *Panzerschreck* magazine by adding detail as to where on a ship shells might hit, what size are the shells, and what thickness of armor are they hitting. The idea here is to provide you with more information about the ships and their capabilities, and to show that the British guns and the guns on the Blucher were somewhat better than indicated.

Do not change anything regarding the movement of the ships. Change only the firing procedure. The following procedure replaces the use of the firing numbers and armor numbers on the ship counters. If you feel that this approach is too slow or complicated, you can drop the armor penetration steps and just use the Hit Chance and Hit Location charts.

You will need to examine the drawing of each ship and understand where the guns on each turret can shoot. Typically, the gun turrets in the middle of a ship fire to both sides, but only up to 30 degrees from side to side (front to back). Turrets on the side of a ship can sweep that whole side, just up to straight ahead and straight back (± 90 degrees). They can also shoot straight across to the other side, but

only perpendicular to the keel of the ship. Each turret indicated has two main guns.

New Firing Procedure

1. Roll 1 die on the Hit Chance chart for every barrel firing.
2. For every hit, check the Armor Penetration chart to see if the hit penetrates the target ship's armor.
3. If the armor is too thick for the shell to penetrate, roll on the Deck Hit chart for a possible automatic penetration.
4. For all hits that penetrate, roll on the Hit Location chart.
5. Apply the results from the Hit Location chart.

Hit Chance

Distance (yds)	Hit (on d6)
20K - 15K	6
15K - 10K	5,6
10K - 5K	4,5,6
5K - 0	3,4,5,6

-1: two or more ships shooting at the same target

-1: Fire Control damage

+1: second and subsequent shot at same target (NOT cumulative)

(optional: +1 Germans firing)

(optional: -1 you are firing through smoke)

Chance of a Deck Hit (automatic penetration)

Range	Deck Hit (on d6)
20K - 15K	4, 5, 6
15K - 10K	5, 6
10K - 5K	6
5K - 0	—

Hit Location (two d6)

- 2 Bridge*
- 3 Waterline
- 4 C turret*
- 5 A turret*
- 6 B turret*
- 7 Hull
- 8 D turret*
- 9 E turret*
- 10 Fire Control*
- 11 Engine
- 12 Rudder*

*1 hit only. Treat as Hull hit second and subsequent times.

Hit Effects

Bridge - Cannot alter course, speed, or firing target for 2 turns. Also add Fire Control hit and 1 Hull hit. For the rest of the game the ship cannot move any closer to the enemy, even if that means dropping out of line and retreating.

Waterline - Flotation hit, and -1 speed point

x turret - Guns in turret knocked out for rest of game. If ship does not have this turret, treat as Hull hit. Test for catastrophic explosion.

Hull - Mark off 1 Hull box. When all of a ship's hull boxes are gone, the ship is dead in the water. It cannot shoot or move. It will be sunk later by lighter ships with torpedoes.

Fire Control - -1 to chance to hit when firing. (permanent)

Engine - For each engine hit, subtract 2 from speed.

Rudder - Ship must exactly repeat last move for the rest of the game.

Catastrophic Explosion

Die Roll Result

- 1, 2, 3 No Effect
- 4, 5 Magazine flooded - sister turret out of action
- 6 Ship blows up and sinks

Sister Turret - an adjacent and in-line turret, part of a front-to-back A-B or D-E pair. Does not apply to single turrets.

Modifier: -2 to die roll if German ship after Dogger Bank battle

Armor Penetration, by Distance

Gun	Distance (yards)				
	20K	15K	10K	5K	
13.5"	9"	11"	12"	14"	
12"	7"	9"	11"	12"	
11"	6"	7"	9"	11"	
8.3"	4"	6"	7"	9"	

Guns by Ship

British

13.5" - Lion, Tiger, Princess Royal,

Queen Mary, Indefatigable

12" - Indomitable, New Zealand, Invincible, Indomitable, Inflexible

German

12" - Lutzow, Deflinger

11" - Seydlitz, Moltke, Von Der Tann

8.3" - Blucher

Armor by Ship

British

9" - Lion, Tiger, Princess Royal, Queen

Mary, Indefatigable

6" - Indomitable, New Zealand, Invincible, Indomitable, Inflexible

German

12" - Lutzow, Derfflinger, Seydlitz

11" - Moltke, Von Der Tann

6" - Blucher

Firing Examples: (1) *The Lion is firing on the Seydlitz at 16K yards. It is firing a broadside of all 8 13.5" guns. At this range, only sixes hit. You roll 2 sixes out of the 8 dice. Checking the Armor Penetration Chart, you see*

that above 15K yards the 13.5" guns can penetrate only 9" of armor. The Seydlitz has 11" of armor; so your only chance of a hit is a deck hit. Rolling the two hits again for a deck hit, you get 1 die that is a 4 or higher. One hit gets through. Now roll two dice on the Hit Location chart. You roll an 8. The D turret on the Seydlitz is knocked out. Will the explosion spread inside the ship? The owner of the Seydlitz rolls one die -- a 4. E turret is out of action also. (2) The Blucher is firing at 8,000 yards at the Indomitable. It can only bring 6 guns to bear. You roll 6 dice. At this range, a hit would be a 4, 5, or 6, but there are other ships shooting at the Indomitable, so only 5s and 6s count. You still get two hits. On the Armor Penetration table, above 5,000 yards the Blucher's 8.3" guns can penetrate up to 7" of armor. The Indomitable has 6" of armor, so both hits penetrate. Roll the two hits on the Hit Location table. One is a 7. Mark off one hull box on the Indomitable chart. The other is a 10. Starting next turn and for the rest of the game, the Indomitable must subtract 1 from its To Hit rolls. Its fire for this turn is not affected. (Fire is assumed to be simultaneous.)

Torpedo Attacks

Perform the torpedo attacks as before, but each torpedo hit now counts as 2 Flotation Hits, and a loss of 2 speed points.

Optional Rules

Smoke: The wind is from the SE. Anytime a ship fires at a target to the NW, +/- 22.5 degrees, the smoke from the ship's own funnels interferes with the targeting. -1 on the Hit Chance chart.

Better Gunnery: It has been argued that the Germans had a better fire control system, a better shooting method,

and better shells than the British. To simulate this, add 1 on the Hit Chance chart when a German ship is shooting.

Zeppelins and U-boats (Dogger Bank scenario only): Several U-boats were detailed to support the German squadron, although only one came close to the action. During the battle the Zeppelin L-7 was doing its best to try and bomb the British ships. To reflect this, at the beginning of every turn, the German player rolls two d6:

2,3: Zeppelin attack

4 - 9: No effect

10 - 12: U-boat sighting

Zeppelin attack: The German player picks one British ship. That ship is distracted by the Zeppelin attack and cannot change course or speed or firing target this turn. Other ships in line with the ship under attack may cancel their orders to keep station.

U-boat sighting: Place a U-boat marker (a coin) 8,000 yards in front of the British ship closest to a German ship. During their move the British can turn away or steam ahead. If they steam ahead, roll 1 d6.

1 - 4: false sighting, marker is removed.

5, 6: a real U-boat; 4 torpedoes total can be fired at any British ship within 5,000 yards of the marker.

SHIP CHARTS

(read left to right, bow to stern: Br=bridge, FC=fire control, R=rudder, A, B, C, D, E=turrets)

BRITISH

Lion A B Br C E FC R

Hull: 0 0 0 0 0 0 0 0 0

Speed: 0 0 0 0 0 0 0 0

Flotation: 0 0 0 0 0 0

Princess Royal A B Br C E FC R

Hull: 0 0 0 0 0 0 0 0 0

Speed: 0 0 0 0 0 0 0 0

Flotation: 0 0 0 0 0 0

Tiger A B Br C E FC R
 Hull: oooooooooo
 Speed: oooooooooo
 Flotation: oooooo

Queen Mary A B Br C E FC R
 Hull: oooooooooo
 Speed: oooooooooo
 Flotation: oooooo

New Zealand B
 A Br E FC R
 D
 Hull: oooooooooo
 Speed: oooooooooo
 Flotation: oooooo

Indefatigable B
 A Br E FC R
 D
 Hull: oooooooooo
 Speed: oooooooooo
 Flotation: oooooo

Indomitable B
 A Br E FC R
 D
 Hull: oooooooooo
 Speed: oooooooooo
 Flotation: oooooo

Invincible B
 A Br E FC R
 D
 Hull: oooooooooo
 Speed: oooooooooo
 Flotation: oooooo

Inflexible B
 A Br E FC R
 D
 Hull: oooooooooo
 Speed: oooooooooo
 Flotation: oooooo

GERMAN

Lutzwow A B Br D E FC R
 Hull: oooooooooooooo
 Speed: oooooooooo
 Flotation: oooooo

Derfflinger A B Br D E FC R
 Hull: oooooooooooooo
 Speed: oooooooooo
 Flotation: oooooo

Moltke C
 A B Br E FC R
 D
 Hull: oooooooooo
 Speed: oooooooooo
 Flotation: oooooo

Seydlitz C
 A B Br E FC R
 D
 Hull: oooooooooo
 Speed: oooooooooo
 Flotation: oooooo

Von der Tann B
 A Br E FC R
 D
 Hull: oooooooooo
 Speed: oooooooooo
 Flotation: oooooo

Blucher BS DS
 A Br E FC R
 BP DP
 Hull: oooooooooo
 Speed: oooooooooo
 Flotation: ooooo

Designer's Notes

British Commander: Admiral David Beatty
German Commander: Admiral Franz von Hipper

One purpose of this expansion is to introduce elements into the game that occurred during the historical battles. The most important factor at both Dogger Bank and Jutland was the vulnerability of the main gun ammunition supplies in the battlecruisers. The Q (central) turret on the Lion was hit, and the whole ship would have gone up, but the ammunition magazine was closed and flooded, just in time. The same thing happened to the Seydlitz, except that an adjacent turret, which shared spaces with the turret that was hit, was also internally devastated by the shell explosion.

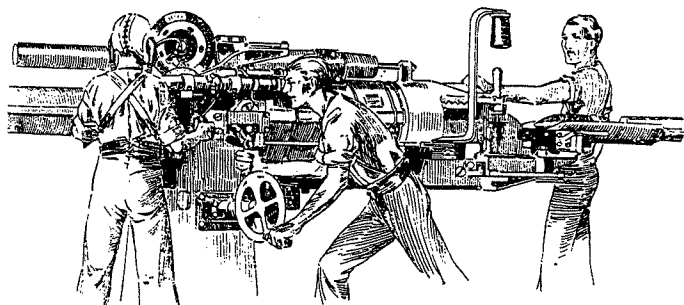
The Germans immediately got the message and reduced the amount of ready ammunition in the turrets and sealed the magazines between deliver-

ies of ammunition. The British did not make these changes, and as a result, three British BCs blew up at Jutland when their turrets were hit. The explosions reach the magazines and destroyed the entire ship.

Another problem in the battle was smoke. As the Germans fled southeast, their own smoke interfered with their shooting. The British commander ordered his light cruisers to move away, out from between the battlecruisers, because their smoke was interfering with his view of the Germans.

At Dogger Bank the British had the Germans outnumbered, and with their superior speed, they could have run down the Germans and inflicted more casualties. However, two things caused

the British to turn away. The first was a signal to the very damaged Lion, which became garbled and caused the Lion to turn away from the larger German ships and head towards the Blucher, already dead in the water. This is reflected in the Bridge Hit rule. The second factor was the false report of a U-boat periscope. The British capital ships turned away rather than be torpedoed.



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SACRIFICE IN THE EAST



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Designer: James E. Meldrum



Introduction

Sacrifice in the East is a two-player game based on the final months of World War Two where the Soviet Army finally ejected German forces from the Soviet Union. The portion of the battle simulated here represents a nightmare delaying action as German forces tried futilely to prevent the avenging Red Army from penetrating Germany during the final days of World War Two. In the game, one player controls German forces while the other player controls the Soviet forces.

I. MAP AND COUNTERS

The map is divided into hexagons (hexes) which regulate movement like the squares on a chess board. The map also shows militarily significant terrain like cities, rough terrain, and rivers. Each hex is about 45 miles across.

The units represent German and Soviet military units participating in operations on the eastern front during the last part of 1944 and early 1945. All units are corps (*exception: 8-15-3 units represent Soviet fronts*).

Soviet Units: Red counters are Soviet units that start the game or enter the game as reinforcements. Light red counters are Front replacement units. White counters with red print are optional rule/variant units.





German Units: Green and black counters are German units that start the game or enter the game as reinforcements. Black and gray counters are German SS units. Light green and gray counters are optional rule/variant units.

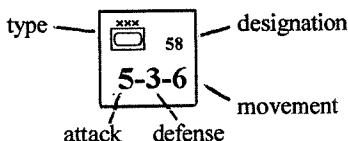
Markers: The Turn (black), Collapse Effect (blue), and Variant (buff) markers are used to keep track of the game's progress.

Attack (Defense) Strength: Represents the unit's battle strength when attacking (defending); higher numbers are better.

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

Designation: Represents the unit's official name and is included for historical interest.

- Infantry 
- Armor 
- Air 
- Paratroop 



II. SEQUENCE OF PLAY

There are ten turns in this game, each of which represents one-half a month of actual time. The first turn represents December II, 1944, the second turn represents January I, 1945 the third turn January II, the tenth turn May I, etc. 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. Soviet Replacement Phase: Soviets receive replacement units.
2. Soviet Movement Phase: Soviet units may move.
3. Soviet Combat Phase: Soviet units may conduct combat.
4. German Replacement Phase: Germans receive replacement units.
5. German Movement Phase: German units may move.
6. German Combat Phase: German units may conduct combat.

Players should keep track of turns by advancing the Turn counter along the turn track on the map.

III. ZONES OF CONTROL

All units have a zone of control consisting of the six hexes adjacent to the hex the unit occupies. Units that are moving must end their movement as soon as they enter an enemy zone of control. Units starting a turn in an enemy zone of control may move from the zone of control of one enemy unit and move into a zone of control of a different enemy unit. Units are never required to attack adjacent enemy units. Reinforcement units may not appear in hexes into which an enemy zone of control projects.

IV. 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 of combination of directions. Units may always move at least one hex.

V. STACKING

Any number of units may move through a hex during the game but at the end of each movement phase stacking limits must be observed. Only one Soviet front (8-15-3) unit may occupy a hex, and up to two other Soviet units may stack together in a single hex. Up to three German units may end their movement in a single hex.

If a unit is forced to retreat into a hex already occupied by the maximum number of friendly units, then the retreating unit is eliminated. Units may never enter hexes occupied by enemy units. If forced to do so, they are eliminated instead.

VI. COMBAT

Units may attack adjacent enemy units in the combat phase. The attacking player will designate which of his units is attacking and which enemy unit will be attacked. A single unit may attack only once per turn, and may be attacked only once per turn. Once attacks have been announced they must be carried out.

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

1. Total the Attack strengths of all attacking units and the Defense strengths of all defending units. Defending units stacked together must be attacked together, not separately.
2. Divide the total attacking by the total defensive strength of all defending units,

dropping all fractions to get odds (example: a strength of 12 attacking a strength of 4 is 3:1 odds; a strength of 11 attacking a strength of 4 is 2:1 odds) on the Combat Results Table.

3. Consult the Terrain Effects Chart to see if terrain in the defender's hex has altered the odds and modify immediately. Modify the odds for any other applicable modifiers. All modifications are cumulative.

4. Roll one die and cross index the number rolled with the appropriate odds column to determine a combat result, and apply the combat result immediately.

5. If the defending unit is forced to retreat or has been eliminated, the attacking units may advance into the vacated hex.

6. Retreating units may retreat into an enemy ZOC with no ill effect. If a unit is forced to retreat into an enemy occupied hex, or off the map, it is eliminated.

7. Resolve the next attack. When all attacks are resolved the combat phase is over.

Combat Results:

NE - No Effect

DR - Defender Retreat; all defending units are retreated two hexes by the defending player. Attacking unit(s) may advance into the vacated hex. Units defending in Berlin treat DR results as "no effect".

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

DE - Defender Eliminated; all defending units are eliminated (*exception*: a Soviet 8-15-3 is exchanged for a 3-6-3). Attacking unit(s) may advance into vacated hex.

AE - Attacker Eliminated; all attacking units are eliminated (*exception*: a Soviet 8-15-3 is exchanged for a 3-6-3).

EX - Exchange; the attacker must eliminate one attacking unit, and the defender must eliminate one defending unit (owner's choice if more than one unit involved). If a Soviet 8-15-3 is involved, it is not eliminated, but replaced with a 3-6-3. Next, retreat any remaining defending units two hexes. Attacking unit(s) may advance into vacated hex.

Combat Example: Two Soviet units (8-15-3, 7-7-3) attack a German hex containing a 4-5-4 and a 1-2-2. The odds are 15-7, or 2-1. A 2 (EX) is rolled; the Soviets choose to eliminate the 8-15-3, which actually means it is replaced with a 3-6-3 unit. The Germans choose to eliminate the 1-2-2, and retreat the 4-5-4, and the 7-7-3 and 3-6-3 units decide to advance into the vacated hex.

VII. COMBAT SPECIFICS

Maximum and Minimum Odds: Attacks taking place at greater than 6-1 odds are treated as 6-1; Attacks taking place at less than 1-2 odds are treated as 1-2.

Combined Arms: Any time a German infantry unit and a German armor unit attack the same Russian unit(s), the attack may be resolved at the next highest odds.

Terrain Effects: If a defending unit is occupying a rough terrain hex, the defense 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. This bonus is lost if there is at least one attacking unit on the same side of the defender that is participating in the same attack.

If the defending unit is in a Berlin hex, then the defense strength of the unit is

doubled. In addition, units defending in Berlin may ignore DR combat results (treat as "no effect"). Cities (other than Berlin) have no effect on combat.

German Retreat Before Combat: German units only may retreat before the Soviet player resolves combat. The German player may decide to retreat the unit(s) immediately before the Soviet player resolves his attack by retreating them two hexes. This movement may not go through hexes in which there is a Soviet zone of control. SS units and units stacked with them (not necessarily SS units) may not retreat before combat.

SS Ferocity: Anytime an SS unit attacks and is able to advance after combat, it may immediately attack a second time if desired. This second attack must be resolved before any other attacks may be resolved.

VIII. REPLACEMENTS

Both players may receive a number of replacement units in the replacement phase of each game turn. The turn in which replacements are received is designated below. When designated to take replacements, each side will take as a replacement the weakest unit that has previously been destroyed in combat. Replacement units will appear anywhere on the west map edge for the Germans and the east map edge for the Soviets. Soviet 8-15-3 units may never be replaced. Replacements must be taken the turn they are given; they may not be saved up.

Turn	1	2	3	4	5	6	7	8	9
Soviets	0	2	2	2	2	1	1	1	1
Germans	0	2	1	1	1	1	1	1	1

IX. GARRISONS

The Soviet player must always garrison (occupy) the cities of Berlin, Prague, and Warsaw, with a full-strength front (8-15-3) unit. The city is considered controlled by the German player if not thus occupied.

X. GERMAN MISCELLANEOUS UNITS

The German player receives five miscellaneous units (1-2-2) representing groups of naval personnel, grounded Luftwaffe personnel, and garrison troops. One unit each is placed in Konigsberg, Danzig, Berlin, Prague, and Warsaw. These units must remain in the city hex where they are placed. They are eliminated if they leave or are forced to retreat.

The German player also has one Volksturm (1-1-2) militia unit which is placed in Berlin. This unit functions just like one of the 1-2-2 units except that it may move to hexes adjacent to Berlin. If this unit is ever forced to retreat farther than one hex from Berlin it is eliminated immediately.

Miscellaneous and Volksturm units do not count against stacking limits.

XI. SOVIET AIR UNIT

The Soviet player receives one air unit representing a concentration of ground attack aircraft that may be used to aid Soviet ground units. Once per turn, this unit may be placed on any attacking Soviet ground unit to improve the odds at which the attack will be resolved. The air unit is placed during the Soviet movement phase. The air unit has the effect of causing the attacked to be resolved at the next highest odds. Or, the Soviet air unit may independently attack any one German ground unit within a two hex radius of a Soviet unit by stacking it on the German

unit and attacking it at 3-1 odds regardless of terrain. Only one German unit in the hex may be attacked (any other units present in the hex are unaffected). The Soviet air unit is affected by combat results and will be withdrawn from the game for one complete game turn if an EX result is obtained against it (whether when attacking or being attacked). Air units may not be eliminated; if eliminated result occurs versus a hex containing an Air unit, the Air unit is moved to the nearest Soviet occupied hex. The Soviet air unit may not be used on the turn in which the Soviet player uses his paratroops (if used).

XII. SOVIET FRONT UNITS

Soviet front units (8-15-3) represent army size formations. Whenever these units (only) are eliminated in combat, they are replaced with a 3-6-3 unit simulating the surviving formations. When a 3-6-3 unit is eliminated, it is eliminated. 3-6-3 units may be replaced; 8-15-3 units may not be replaced.

XIII. SET UP

Soviet Set Up: Place the following Soviet units in each of the designated "star" set up hexes as indicated. Units designations do not matter, e.g. the 8-15-3 unit that starts in Set Up hex 1 may be any 8-15-3.

Set Up Hex	Units	Set Up Hex	Units
1	8-15-3	7	8-15-3
2	7-7-3, 7-7-3	8	7-7-3, 6-4-5
3	8-15-3	9	7-7-3, 7-7-3
4	8-15-3	10	8-15-3
5	6-4-5	11	7-7-3
6	3-3-4	any	Air unit

Soviet Reinforcements: The Soviets receive the following units on the indicated turn, in the designated hex.

turn 2: **star hex #3** one 7-7-3, **#8** two 6-4-5

turn 3: **#9** one 8-15-3

turn 4: **#10** one 8-15-3

turn 5: **#11** one 8-15-3

German Set Up: Place German units in the "cross" set up hexes as indicated. As with Soviet set up, designation does not matter.

Set Up Hex	Units	Set Up Hex	Units
A	4-5-4, 5-4-5	F	3-4-4, 2-3-5
B	7-5-7, 4-6-4	G	2-3-4
C	3-5-4, 2-3-4	H	4-3-5, 4-3-5
D	5-5-5, 3-4-5	I	4-3-5, 3-4-4
E	4-3-5	J	3-2-4

German Misc. Units: Set up as per rule X.

German Reinforcements: The German player receives reinforcements anywhere on the south map edge on the game turns indicated:

Turn 3 - 4-3-7, 3-2-4, 2-2-4

Turn 4 - 7-4-7, 7-5-7, 3-4-4 (SS)

Turn 5 - 1-2-4, 3-4-4, 5-3-6, 3-2-6

XIV. VICTORY CONDITIONS

Before set up, players must secretly bid for sides. Players bid how many city hexes they can hold, playing the Germans, at the end of the game. High bid plays the Germans. Tied bids are resolved by the roll of a die, with the winner taking the Germans at the stated bid. If the German fulfills his bid at the end of the game, he wins. Otherwise, the Soviets win the game. Exception: If Berlin is ever occupied by the Soviets, the Soviets automatically win.

XV. VARIANT CHITS

At the beginning of the game, after bidding for sides and set up, but before the start of turn one, the German player secretly draws one Variant chit. He keeps the chit hidden until the turn the variant comes into play, at which time the chit is revealed.

A. *Germans put the Bulge on the Russians*: In this variant the Germans send the forces historically assigned to fight in the Battle of the Bulge against the Russians, so consequently the Battle of the Bulge is never fought. When played, all of the German variant units appear on the west map edge. The German player may receive no more than one replacement per turn in this variant. The German variant consists of light green/gray units: 2x 6-5-7, 5-3-6, 6-5-6, 4-5-5, 5-6-5. *This variant may be played on any turn after the first.*

B. *Germans Evacuate Courland*: Historically the Russians pocketed a large number of German troops on the Courland Peninsula off map to the north which the Germans tried unsuccessfully to evacuate by sea. If this evacuation had been successful, additional German units would have been available to fight the Soviets. To simulate a successful evacuation, add the following variant units to the game: 3-3-3, 2-4-3, 2-1-4 (light green units marked "C"). Place two of these units in Königsberg and one in Danzig at the start of the game. *This variant must be played before the start of turn one.*

C. *German Resolve*: Game ends after turn nine (instead of turn ten). *This variant must be played at the start of turn eight.*

D. *Soviet Resolve*: Game ends after turn eleven (instead of turn ten). *This variant must be played at the start of turn nine.*

E. *German Fuel Reserves*: The Germans have marshaled their fuel reserves, allowing them one big "push". At the end of turn three, four, five, or six, the German may play this variant. This enables the German player to take a "free turn" by letting them repeat phase 5 and 6. After phases 5 and 6 have been done again, the next turn begins as usual. *This variant must be played during turn three, four, five, or six.*

F. *Refugees*: This variant produces no effect on the game. *It must be played at the start of turn nine.*

G. *Accelerated German Collapse*: The turn after the Soviets control five or more city hexes, all Soviet attacks for the rest of the game are resolved at the next highest odds. *This variant must be played at the end of any turn that the Soviets control five or more city hexes. This effect is in addition to normal German Collapse effects. Failure to play the variant at this time results in an immediate German loss when the chit is finally revealed.*

XVI. GERMAN COLLAPSE

The turn after the Soviets first occupy any three cities, the process of German Collapse occurs. *Example: Warsaw, Lublin, and Krakow are occupied by the Soviets on turn 2, so German Collapse begins on turn 3.* There are several effects of German Collapse. One effect is activated, in the order given below, each turn that German Collapse is in effect. Once they occur, these effects stay in effect the rest of the game. All effects are cumulative with all other applicable modifiers.

1. *Fuel Shortage:* All German armor units have their MF dropped by one.

2. *Disintegration:* Any non-SS German unit that retreats for any reason must roll a die: 1-5 = no effect, 6 = unit is eliminated. (+1 to dr is 5+ cities are Soviet controlled.)

3. *Ammunition/Parts Shortage:* All German attacks are resolved one column to the left (e.g. a 3-1 attack is resolved on the 2-1 column).

4. *Soviet Ferocity:* All Soviet attacks are resolved one column to the right (e.g. a 3-1 attack is resolved on the 4-1 column).

5. *Cohesion Loss:* All German retreats (except SS units) are made by the Soviet, AND defenders in Berlin may no longer ignore DR results.

6. *Luftwaffe Grounded:* Add a second Soviet Air unit.

Once German Collapse occurs, any effects brought into play remain in play the rest of the game. If the Germans are able to retake enough cities (i.e. Soviets control less than three), Collapse stays in effect, but no further Collapse effects come into play until the Soviets control at least three cities again.

XVII. SCENARIOS AND VARIATIONS

Historical Scenario: The game is ten turns long. Control of Berlin is the object of the game. Whoever controls Berlin at the end of the game wins. No variant chits are used in this scenario.

Historical Scenario with Bidding: Players bid how many turns, playing the Soviets, they think it will take to control Berlin. Low bid plays the Soviets.

Free German Deployment: In this variant the German player may set up his units as desired as long as each set up lettered hex is occupied by at least one German unit.

Soviet Paratroops: While the Red Army ceased large scale airborne operations after 1943, there is a chance that they might have considered executing a large scale airborne operation, especially if the objective was either Berlin or in support of the seizure of Berlin. The Soviet player has one airborne unit that is kept off map until use. This unit enters play only by airdrop. Airdrops are performed by placing the Soviet airborne unit on the map anywhere within a two hex radius of a Soviet unit during the Soviet movement phase. The Soviet player then rolls a die; on a roll of either 1 or 6 the unit is eliminated immediately and may not be replaced; on any other die roll it functions like a normal infantry unit. Parachute units may land in any clear hex (only). Landing hexes may be occupied by German units but if they are, the parachute unit must either eliminate the German unit or cause it to retreat from the landing hex by the end of the next combat phase of the current game turn or the parachute unit will be eliminated immediately at the end of the combat phase. If this unit is lost in combat it may not be replaced during the game. The Soviet player may not use his air unit on the turn in which the Soviet player brings his paratroops into play. After being dropped, treat as normal unit thereafter.

a roll produces an effect that is already in play, roll again.

German Off-Board Movement: For every German unit that moves off the east edge of the map, the Soviets must immediately remove one unit of equal or greater attack value (Soviet player's choice of unit from anywhere on board). The turn following a turn when any German unit has left the board, the Soviet player does not get replacements. German and Soviet units removed may not return to the game, even as replacements. *Example: The Germans move a 4-3-5 off the east edge; the Soviets must immediately remove a unit with an attack factor of 4 or more. The turn following this German exit, the Soviet player does not get any replacements.*

Play Balance: (1) Allow the German to draw two variant chits, and let him choose which one he will play (the other is disregarded). (2) Let the weaker player choose any replacement unit to bring in, not the lowest value unit.

Fortress Berlin: Consider Berlin to be worth two cities.

XVIII. TERRAIN EFFECTS TABLE

<i>Terrain</i>	<i>Movement Effects</i>	<i>Effects on Combat</i>
Clear	1 mp	None
Rough	2mp	Defender doubled
River	+1 mp to cross	Defender doubled
City	1 mp	None
Berlin	1 mp	Defender doubled; defender ignores DR results

XIX. COMBAT RESULTS TABLE

Die	O D D S						
Roll	<u>1-2</u>	<u>1-1</u>	<u>2-1</u>	<u>3-1</u>	<u>4-1</u>	<u>5-1</u>	<u>6-1</u>
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

Credits

Designer: James Meldrum

Final Developing: Gary Graber

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Andersonville



RULES OF PLAY

Introduction

Andersonville is a very simple card game for three or four players. Its theme is based on life in the notorious Andersonville prison camp that operated in Georgia during the American Civil War. Originally designed to hold 10,000 men, the 26 acre camp would end up holding 33,000 prisoners during its busiest month of operation. Between the months of February 1864 and April 1865, 13,000 Union prisoners died there.

The object of *Andersonville* is to finish with the most Survival points. To achieve this end, players will need to use strategy, bluff, and some diplomacy.

The game's mechanics are very simple, and easily learned. To get into play quickly, players may opt to play (or should at least read) the *Simple Game Rules* (located at the end of these rules) as a means of learning the system. The *Simple Game Rules* are only one paragraph long, but contain the gist of the game system; it lacks chrome, but will quickly allow players to see how the game is played. Once the game system is grasped, the additional rules and special situation that comprise the full game can easily be added on and understood.

I. COMPONENTS

Andersonville is a card game, and comes with four colored *Player Card* decks (numbered 1-10), a deck of 46 numbered, white *Action Cards (AC)*, several dozen *Survival* chits and *Health* markers, and these rules. Players will need a six-sided die for play. All cards, chits, and markers must be separated before play. *Andersonville* may be played by three or four players; special rules for solitaire and two-player versions are given in the Optional Rules section.

II. SETTING UP

After separating all the cards and chits, shuffle Action Cards #1-#42 together and place face down in the middle of the table. (Action Cards #43-#46 are set to one side for the time being.) Each player is given seven Survival chits, and each player receives one set of Player Cards numbered 1-10. Players should keep their cards hidden from other players' view; the discard pile may be inspected by anyone at anytime. Chits must always be placed out in the open in front of each

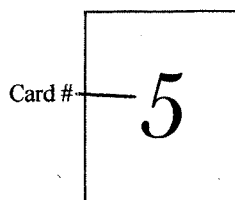
player, and may be inspected by others at any time. Chits not in use are kept to one side and form the *bank*. Chits of various denominations are provided for convenience. Each player also has a set of Health markers; these are set to the side until needed. The game is ready to begin.

III. GAME SCALE

Andersonville consists of a series of *turns*. The completion of ten turns marks the end of a *round*. Each round represents the passage of four months of real time. So, playing three rounds means a year has passed. Each player in the game represents a single prisoner of war. Survival chits are an abstract measure of each player's ability to carry on living in the camp. Health markers are abstract measure of a player's declining overall health. If a player runs out of Survival chits, he is eliminated from the game. During the game, when a player gets a chit, it is always given to him from the bank, and when he must pay a chit, it is given back to the bank; chits are never exchanged between players. Action cards are abstract representations of significant events/emotions/tools/illness that help or hinder the player's ability to survive. The standard game lasts three rounds (e.g. one year).

IV. SAMPLE CARDS, CHITS, AND MARKERS

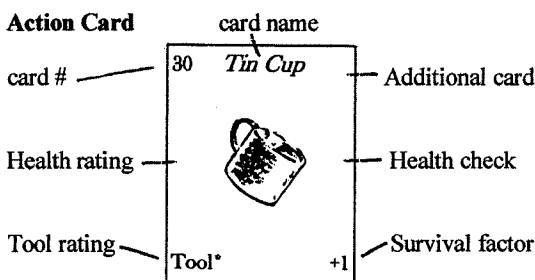
Player Card



Survival chit



Action Card



Health marker



V. VICTORY CONDITIONS

The object of the game is to be the player with the most Survival chits at the end of the game. Ties are possible. The basic game is over when three rounds have been played.

VI. SEQUENCE OF PLAY

Each turn of the game consists of these phases, completed in this order.

(1) *Action Phase*: The top Action Card is turned over and put in play by placing it face up in the middle of the table.

(2) *Player Phase*: Players simultaneously select one Player Card from their hand, and place it face down in front of them.

(3) *Results Phase*: All Player Cards are revealed and compared, and the *Results* of the turn are implemented. All played Player Cards are discarded.

(4) *Health Check Phase*: Depending on the Action Card in play, players may or may not need to make a *Health Check* roll.

(5) *End of Turn Phase*: If players have one or more Player Cards remaining,

phase (6) is skipped, the turn is over, and a new turn is begun. When the players have no cards remaining (e.g. after ten turns), the round is over and play proceeds to phase (6).

(6) *End of Round Phase*: When a round is completed, there are a couple housekeeping chores to do (as explained in the *End of Round* section of the rules below) before continuing the game with a new turn.

When three rounds have been played (one year), the game is over.

VII. PLAYER CARDS

Each player starts the game with an identical hand of ten Player Cards (also referred to simply as "cards"), numbered 1 through 10 (the higher the number, the better the card). Players play one card from their hand each turn, after which it is discarded and not used again that round. After ten turns, players will have zero cards remaining in their hands, and the round is over.

VIII. ACTION CARDS

Each Action Card (AC) is either *Positive* or *Negative*. Positive cards benefit the player who gains control of them, while Negative cards hurt the player who gains them.

POSITIVE AC: Any AC with a non-underlined title (e.g. Friends, Knife, Hope). All Positive AC have a positive Survival factor. The player playing the *highest* card when a Positive AC is in play gains control of the card and will *gain* Survival chits.

NEGATIVE AC: Any AC with an underlined title (e.g. Sanitation, Fight, Dis-pair). All Negative AC have a negative Survival factor (*exception*: Roving Thugs, see section XX). The player playing the lowest card when a Negative AC is in play gains control of the card and will *lose* Survival chits.

IX. ACTION CARD CHARACTERISTICS

In addition to being either Positive or Negative, AC have *characteristics*, as noted below. All characteristics of a card apply to that card. *Examples*: AC #9 (Heat) is *Negative*, with a *-1 Survival factor*, and an *H rating*. AC #31 (*Canvas*) is *Positive*, with a *Survival factor of +1*, and is a *Tool card*. AC #15 (*Friends*) is *Positive*, with a *Survival factor of +2*, and is a *Health Check card*.

TOOL RATING: Any AC with "Tool" written in the bottom left corner is a Tool. A player gaining control of a Tool keeps it for use in subsequent turns. Controlled Tools give a beneficial modification to the owning player. See section XV for specifics.

HEALTH RATING: Any AC with an "H" health rating is called a *Health* card, and is *detrimental* to the owner's health. A player gaining control of an AC with a health rating places one Health marker in front of him, indicating deteriorating Health. See section XIV for specific rules.

HEALTH CHECK: Any AC with "Health Check" written on it will trigger a Health Check phase during the turn it is in play.

ROVING THUGS: There are special effects when a Roving Thugs AC is drawn. See section XX for rules.

X. DEFINITIONS

Each turn, players will play a card from their hands to see who gains control of the AC in play.

(1) If a Positive AC is in play, the player with the *highest* played Player Card gains control of the card.

(2) If a Negative AC is in play, the player with the *lowest* played Player Card gains control of the card.

Ties are resolved by the roll of a die (for positive AC, high roll gets control, for negative AC, low roll gets control). If tied rolls, keep rerolling until resolved.

Examples: (1) AC #21 (Clothing) is in play. Player A plays a 7, Player B plays a 4, and Player C plays a 9 in the Player phase, so Player C gains control of the AC when cards are revealed during the Results phase, and thus receives one Survival chit from the bank. (2) AC #4 (Sickness) is in play. Player A plays a 3, Player B plays a 7, and Player C plays a 6, so Player A gains control of the AC, and thus must pay three Survival chits to the bank, and receives one Health marker. (3) AC #35 (Greenbacks) is in play. Player A plays a 2, Player B plays a 10, and Player C plays a 10, so Players B and C must dice to see who gains control of the card. Let's say Player B does, so he receives three Survival chits, and may keep the Greenback card since it is a Tool. (4) AC #40 (Boredom) is in play. Player A plays a 6, Player B plays a 7, and Player C plays a 6, so Players A and C must dice to see who gains control of this AC. Let's say Player C does, so he must pay one Survival chit to the bank. Since this AC contains "Health Check", all players must then make a Health Check roll this turn during the Health Check phase.

In each round, each player must play each of his numbered cards once. Once a card is played in a round, it may not be played again. Therefore, a round will have 10 turns, since players start a round with 10 cards.

A player's goal should be both to gain control of Positive cards, and avoid gaining control of Negative ones. Note that the higher the Player Card a player plays, the more likely he is to gain control of a Positive AC, and the less likely he is to gain control of a Negative AC. This, of course, depends on what cards the other players play.

Players may never loan, give away, or exchange cards, chits, or Tools.

XI. ACTION PHASE

During this phase, the top Action Card is drawn and placed face up in the middle of the table. After this card has been put into play, players have a short time to study the situation, talk to other players, negotiate, etc. (This period of time may be shortened or lengthened upon prior agreement of the players.) After this time period has elapsed (or every player has indicated they are ready to proceed), the next phase starts.

Players may discuss among themselves what cards they will play, may inform, misinform, ask or plead as desired, but may not actually show what card they are playing.

XII. PLAYER PHASE

During this phase, each player simultaneously selects one of his Player Cards from his hand and places it face-down in front of them. A player is not allowed to show the card he has played to anybody.

XIII. RESULTS PHASE

All played Player Cards are now revealed. These cards are then compared

with all other played cards, taking into account any Tool modifications (see below), to determine which player gains control of the AC in play.

If a positive AC is in play, the player playing the highest modified card gets control of it. If a negative AC is in play, the player playing the lowest modified card gets control of it.

After an AC has been in play, it is considered *used*. Used AC are discarded (or, in the case of Tool AC, placed in front of its owner) and will never again be part of the Action Card deck.

Ties are resolved by die roll. If a positive card is in play, the high roll gets control of the card. If a negative card, the low roll gets control of it. *Example: Player A and B tied for control of a negative card, so both roll to see who gets the card. Player A rolled a 5, and Player B rolled a 3, so Player B gets control of the Negative card.*

Tool Modifiers: A player gets a +1 modification for each Tool he currently has. It does not matter which specific Tool, each one gives a +1 modifier. The maximum modified card total is ten; modified totals above ten are treated as ten. See section XV for further rules about Tools.

Examples: (1) AC #24 (Hope) is in play. Player A played a 5, Player B played a 7, and Player C played a 6. However, Player B has one Tool card (Wooden Spoon), so his modified total is 8 (7+1=8). Player C has two Tool cards (Wooden Spoon and Canvass), so his modified total is also 8 (6+2=8). Players B and C must therefore dice to see who gains control of the AC. (2) AC #13 (Lice) is in play. Player A has three Tools and played a 9, so his modified total is 10 (9+3=12, but since 10 is the maximum modified total, A's total is 10); Player B has three Tools and played a 7, so his modified total is also 10 (7+3=10), so the two players must roll to see who gets control of the card.

Tool modifiers only modify played player cards, not die rolls made when resolving ties.

XIV. HEALTH CHECK PHASE

If the AC in play for the turn is a "Health Check" card, then all players must immediately make a Health roll during this phase. If the AC in play is not a Health Check card, then this phase is skipped.

Procedure: Each player makes a single roll of the die on the Health Table. Use the "zero" row if you currently have zero Health markers. Use the "1" row if you currently have one Health marker, use the "2" if you have two Health markers, and so on. **Effects:** If the roll results in a number, the player must immediately lose that many Survival chits; "—" means that he does not lose any; a "C" means he is cured of one Health marker and may discard one, in addition to any Survival chit loss indicated (no effect if he does not have any Health markers). After each player has rolled once and implemented the result, play continues with the next phase. *Example: At the start of the turn, Player A and Player B had zero Health markers, and Player C had two. During the current turn, Player B gained control of AC #37 (Swamp) which has a H rating, which means Player B now has one Health marker. Since the AC in play indicated a Health check, Player A must roll on the "zero" row, Player B on the "1" row, and Player C on the "2" row. Player A rolls a 5 (and loses one Survival chit), Player B rolls a 3 (he must lose one Survival chit), and Player C rolls a 1, so he must lose one Survival chit, but is cured of one Health marker and discards it, leaving him with one Health marker.*

HEALTH TABLE

# of Health cards/Roll	1	2	3	4	5	6
0	--	--	1	1	1	2
1	--C	1	1	1	2	2
2	1C	1	1	2	2	3
3	1C	2	2	2	3	4
4+	2C	2	3	3	4	5

XV. TOOLS

There are five kinds of Tools: *Wooden Spoon*, *Tin Cup*, *Canvass*, *Greenbacks*, and *Knife*. The first two (*Wooden Spoon*, *Tin Cup*) are called *asterisked Tools*, since they have an asterisk next to their Tool rating. When a player gains control of Tool AC, that Tool card is kept by the player, and placed in front of him. A specific player may have one of each Tool; if he gains control of a Tool type that he already has, he receives its Survival factors, but this second one is discarded. A player may therefore have up to five Tools, since there are five different kinds of Tools.

Tool Modifier: For each Tool a player has in a turn, that player gets a +1 modifier to the card he has played that turn. All Tools give this same modifier, no matter what Tool it is. For every Tool that a player has during the Results phase of a turn, he receives a +1 modifier. Since there are five different Tools in the game, one player could have up to five Tools, and, thus, a +5 modifier. The maximum modified card total is ten; modified results higher than ten are treated as ten. *Examples:* (1) *Player A has two Tools, and Player B and Player C have none. A Positive AC is in play, and Player A played a 5 card (modified to a 7 because of the two Tool cards he has), Player B a 5, and Player C a 6, so Player A gains control of the card. Had the AC been Negative, Player B would have gained control.* (2) *A Positive AC is in play. Player A has four Tools and plays a 10, Player B has two Tools and plays an 8, and Player C has no Tools and plays a 10; all three have a modified total of 10, so all three roll to break the tie.*

Losing a Tool: Once a player has a Tool, he retains it and gets benefit of its modifier until he loses it. There are two ways to lose a Tool:

- (1) Asterisked Tools are automatically lost at the end of a round (see *End of Round*, below);
- (2) Tools may be lost as a result of a *Roving Thugs* card (see section XX).

XVI. END OF TURN PHASE

If players have one or more cards remaining in their hands, the End of Round phase is skipped, and a new turn is started immediately. When all ten turns of a round are completed, the *End of Round* phase is then conducted.

XVII. END OF ROUND PHASE

At the end of each round, a couple housekeeping chores are completed in preparation for the next round.

(1) All used non-Tool Action Cards are permanently set aside and are not used the rest of the game.

(2) Any player who has possession of an asterisked Tool (*Wooden Spoon* or *Tin Cup*) must discard them. Discarded Tools are placed with discarded Action Cards and not used again.

(3) All Players get their ten player cards given back to them.

(4) *Additional Action Cards*: Two additional AC are now placed in the unused Action Card deck. AC #43 and #44 are placed at the end of round 1; AC #45 and #46 are placed at the end of round 2.

(5) *Reshuffling*: The remaining, unused cards of the Action Card deck (including the just added AC) are now reshuffled. The AC deck will, therefore, begin the second round with 34 cards in it, and begin the third round with 26 cards in it. A new round is now ready to begin.

XVIII. END OF GAME

When the third Round has been played, the game is over. The player with the most Survival chits is the winner. Ties are possible. If, however, all players have been eliminated, there is no winner; everyone has lost, no matter who was eliminated first or last.

XIX. PLAYER ELIMINATION

The instant a player runs out of Survival chits, he is eliminated, and is out of the game. The loss of any player, however, has an effect on all remaining players: each surviving player must immediately lose two Survival chits. The elimination of one player may have a domino effect and cause others to be eliminated.

Dummy Player: When a player is eliminated, his remaining (unused) player cards in his hand are turned upside down and shuffled. Each subsequent turn of the round, the top card is drawn during the Player Phase, and played as normal, except the eliminated player cannot gain or lose Survival chits or Health chits, and cannot collect any Tool. The use of a Dummy is simply a mechanism to ensure the same number of player cards are used each turn after someone has been eliminated. Each new round his ten cards are shuffled and played in like manner.

Example: During a Health Check phase of the 6th turn of a round, Player A is eliminated; Players B and C both must lose two Survival chits, in addition to any lost during their Health Check rolls. For turns 7 through 10 of this round, Player A's four remaining cards are shuffled, and placed upside-down. For turn 7, Players B and C play cards as usual, and the top card of Player A is drawn and played. This procedure continues the rest of the game.

XX. ROVING THUGS

Observe the following special rules whenever a *Roving Thugs* AC is in play.

Roving Thugs: The *Roving Thugs* AC is a Negative AC which does not have a negative Survival factor. Instead, the player who gains control of a *Roving Thugs* card must immediately roll one die. The number rolled is how many Tool cards the player must discard. The affected player may choose the Tools he loses. If the affected player has no Tools, there is no effect.

Procedure: Determine control of a *Roving Thugs* card as usual, except the only Tool modification allowed this turn comes from a Knife Tool, which still modifies the owner's played card by +1. *Example*: Player A has Canvas, Greenbacks, and Wooden Spoon Tools. Player B has a Knife Tool. Player C has no Tools. A *Roving Thugs* card is in play, and Player A plays a 5, Player B plays a 5 (modified to 6 because of the Knife Tool), and Player C plays a 7. Player A gets control of the card, and must roll a die. He rolls a 2, and chooses to lose his Canvas and Wooden Spoon Tools.

XXI. MEDICINE

Action Card #26 (Medicine) is treated in the usual way, with one addition. The player controlling the Medicine AC immediately rolls one die, and divides the result by two (rounding up). This is the number of Health markers he can discard. If he has no Health markers, then this effect is ignored. *Example: Player A currently has three Health markers, and he wins control of the Medicine card. He rolls a 3, so he can discard two of his Health markers.*

XXII. OPTIONAL RULES

Before play, players may agree to use any of the following optional rules.

Inspection: No inspecting discarded AC or player cards by players is allowed.

Rank: Seed players according to ability. In case of Ties during a turn, instead of rolling, the player with the highest rank gets control of a Positive AC, or player with lowest rank gets control of it (if a Negative AC). From low to high, ranks are Private, Corporal, Sergeant, and Lieutenant. If tied in rank, roll ties as usual.

Survival Chits: Too many (or too few) players being eliminated? Begin the game with more (or fewer) Survival chits as desired.

Cooperation Variant: Players win collectively if all players survive, and all lose if one or more do not survive. There is no individual winner.

Extended Game: Instead of ending the game after the third round, play one extra round. End of Round routine is the same except that there are no additional AC added to the AC deck.

Severe Game: Double the Survival factor of all Negative AC (e.g. -1 becomes -2, -2 becomes -4, etc.).

Tool Variables: (1) If the player controlling AC #6 (Rain) possesses a Canvass Tool, the card's Survival factor is considered "0" instead of "-2". (2) If the player controlling AC #20 (Fight) possesses a Knife Tool, the card's Survival factor is considered to be "0" instead of "-2". (3) A player possessing a Greenbacks Tool may, if he wishes, discard the Greenback Tool on any turn he wins control of any Negative AC, and treat that AC he just gained control of as having a Survival factor of "0" instead of whatever the card normal has (*exception:* This Greenback maneuver may not be used with a Roving Thugs AC).

Roving Thugs Variant: Consider Roving Thugs AC to have a -3 Survival factor in addition to their regular effects.

Two-player Variant: Two players play the game normally, with the third player being a "dummy". The dummy is played normally, except that all his player cards are shuffled and placed face down at the beginning of a round. Each turn, the top card is drawn and placed face down during the Player phase, and is revealed during the Results phase. Do not award chits, markers or Tools to the dummy.

Solitaire Variant: As the two-player variant above, except use two dummies.

Shorter Game: The game may last one or two rounds, as desired. This represents later arriving prisoners who were at the camp either four or eight months.

Chronic illness: Allow unlimited number of Health markers to be held. For every Health marker held beyond four, +1 to Health rolls.

Harsher Conditions: Instead of the typical conditions, you may use a section of the camp that had harsher conditions by removing your choice of two positive AC at the start of the game, and start play with a 40 card AC deck.

Milder Conditions: To simulate milder camp conditions, remove your choice

of two negative AC, and play the game with a 40 card AC deck.

Personal Characteristics Variant: Each player gets two Characteristic points to spend as they wish, in any combination, according to the table below.

Characteristic	Cost	Effect
Strong constitution	2	-1 to all Health rolls
Initial Tool	2	start game with one Tool (determine which one randomly, and note on piece of paper; do not use AC, just make a note of this)
Initial Location	1	start game with one extra Survival chit
Rank	2	win ties (vs. other players with Rank, roll as usual)
Weak constitution	-1	+1 to all Health rolls
Luck	1	may refuse to control one Negative AC you otherwise would have controlled (nobody controls it in this case); activated by declaration during Results phase

XXIII. SIMPLE GAME RULES

Shuffle the Action Cards (AC) to form a single deck. Give each player a set of cards numbered 1-10. Give each player seven Survival chits. To begin the game, turn over the top AC. If this AC is Positive (not underlined), the high card played this turn will gain control of it. If this AC is Negative (underlined), the low card played will gain control of it. Players now simultaneously play one of their player

Andersonville Action Card Register									
#	Name	Type	SF	H	hc				
1	Wooden Spoon	Pos Tool*	+1	-	-	28	<u>Epidemic</u>	Neg	-3 y -
2	<u>Roving Thugs</u>	Neg	-	-	-	29	<u>Infection</u>	Neg	-1 y -
3	Greenbacks	Pos Tool	+3	-	-	30	Tin Cup	Pos Tool*	+1 - -
4	<u>Sickness</u>	Neg	-3	y	-	31	Canvass	Pos Tool	+1 - -
5	Bartering	Pos	+1	-	-	32	Wooden Spoon	Pos Tool*	+1 - -
6	<u>Rain</u>	Neg	-2	-	y	33	Food	Pos	+2 - -
7	Fire Wood	Pos	+1	-	-	34	Knife	Pos Tool	+1 - -
8	<u>Sanitation</u>	Neg	-2	y	-	35	Greenbacks	Pos Tool	+3 - -
9	<u>Heat</u>	Neg	-1	y	-	36	Tin Cup	Pos Tool*	+1 - -
10	Knife	Pos Tool	+1	-	-	37	<u>Swamp</u>	Neg	-2 y y
11	Bible	Pos	+2	-	-	38	<u>Roving Thugs</u>	Neg	- - -
12	Canvas	Pos Tool	+1	-	-	39	<u>Crowding</u>	Neg	-2 y -
13	<u>Lice</u>	Neg	-1	-	-	40	<u>Boredom</u>	Neg	-1 - y
14	<u>Guard Dogs</u>	Neg	-2	y	y	41	<u>Hunger</u>	Neg	-1 - -
15	Friends	Pos	+2	-	y	42	<u>Insomnia</u>	Neg	-3 y -
16	<u>Despair</u>	Neg	-3	y	-	Additional Cards			
17	<u>Sewage</u>	Neg	-2	y	-	43	<u>Guards</u>	Neg	-3 y y
18	Food	Pos	+2	-	-	44	<u>Overcrowding</u>	Neg	-3 y y
19	<u>Depression</u>	Neg	-2	-	y	45	<u>Roving Thugs</u>	Neg	- - -
20	<u>Fight</u>	Neg	-2	-	-	46	<u>Epidemic</u>	Neg	-3 y y
21	Clothing	Pos	+1	-	-	KEY:			
22	<u>Sick Friend</u>	Neg	-1	y	-	Type = either Positive or Negative AC (Tools			
23	Trade w/Guards	Pos	+2	-	y	are noted; *= asterisked Tool)			
24	Hope	Pos	+2	-	-	SF = Survival factor			
25	<u>Snitch</u>	Neg	-2	-	-	H = Health marker card? (y = yes, - = no)			
26	Medicine	Pos	+1	-	-	hc = Health Check card? (y = yes, - = no)			
27	Gambling	Pos	+1	-	y				

cards face down in front of them, and then simultaneously reveal them to see who gains control of the AC. (If two or more players are tied, dice to see who gains control.) The player controlling it will either get additional Survival chits (if a Positive AC) or lose them (if a Negative AC), as per the AC's Survival factor (*exception*: Assume AC#2 and AC #38 to have a "-1" Survival factor when playing the Simple Game). Discard all AC and discard played player cards from the just completed turn, and repeat the process by drawing a new AC, and players playing one of their remaining cards. After ten turns, the player with the most Survival chits is declared the winner.

Designer's Notes

Andersonville is an abstract game of strategy, based on a Civil War theme. Its relation to actual prison camp life is, however, about as great as Avalon Hill's *Naval War*'s relation to WW2 naval warfare. For example, there is not meant to be a scientific correlation between the number of Sickness cards in the Action Deck and the number of flu cases reported in any particular month. The cards—a mixture of hope and hindrance—are instead meant to be an impressionistic cross-section of the difficulties of life in the camp.

This is meant to be a game of strategy, with a little period flavor mixed in for feel. The flavor of the Action Cards is such that, after playing the game, players may find themselves nodding their heads knowingly when reading an historical account of the actual camp. Since this was to be a game of endurance and survival, no provisions for "escaping" were made.

The basic dynamic is tension between other players, and camp conditions (represented by the AC deck). Self-preservation really is your number one concern. Of course, so it is with everyone else. There are not enough positive AC to go around, and all too many negative ones, so something has got to give.

Card topics should be read loosely and with a flexible imagination. For instance, "Food" might represent some extra food, access to food through guards, etc. "Heat" may indicate hot weather in summer, or a lack of warmth in winter. Note also that the location of "Health Check" AC ratings are randomly placed. For instance, AC#15 (Friends) is not presumed to *cause* a Health Check; such a check is simply a coincidence that occurs when card 15 is in play.

It was felt that 46 Action Cards was about the limit that should be included in the game. We wanted to get most, but not all, cards in play in a typical game. Playing a three round game will use 30 of the 46 available Action Cards, meaning approximately 75% of the cards will be in play some time during the game. This means that you might not see a Roving Thug card in one game, and then see three in the next. Note that the designs that appear on some AC (e.g. #19, #27) are corps badges of the Army of the Potomac. Two blank AC are provided for players wanting to create their own.

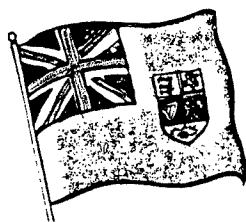
It is hoped that some of the despair, hope, and determination associated with this unfortunate episode of American history comes through in the design. Since each player has an identical hand of ten cards each round (which abstractly represent the physical/psychological/spiritual strength each player possesses), the game is a mixture of skill and good fortune. Both are necessary to survive in *Andersonville*. Good luck.

Designer: Gary Graber

Playtesting: J.F. Schlapkohl, G.W. Butler, Arizona Game Knights

THE CANADIAN FLAG IN WARGAMING

By Martin Haig



Here's a little quiz for you historically minded gamers.

How many Canadians serving under the Maple Leaf flag were casualties during World War II?

The answer is the same as the answer to the following question.

How many Americans serving under the 50-star US flag were casualties in World War II?

If you haven't already guessed, the answer we're looking for is zero. Just as the US flag during World War II had 48 stars (not 50), the Canadian flag during the War was not the now-familiar red-and-white Maple Leaf design, but the dominion flag as pictured above. The current flag was not adopted until the 1960s.

What brought me to write about this is not that I'm a Canadian (which I'm not), and not because I'm a stickler for unimportant details (which I hope I'm not). I was playing Avalon Hill's *Atlantic Storm* recently, and noticed that on a couple Allied cards ("Escort Group C4" and "Chambly") the maple leaf design was sported. Oops. No big deal, just the wrong flag on a couple ship cards. This has no effect on play, and anyway, the flag was going to change in twenty years anyway, so who cares?

But it made me wonder. Has this mistake escaped notice? If a new module to your favorite WWII tactical game came with a picture of a 50-star US flag or a orange, white and green Union Jack

gracing its cover, would everybody just overlook it and say it didn't matter? I can imagine somebody saying "If you can't get something like a national flag right, why should I believe you when you say there were 1067 PzKpfw IIJs built?"

I don't know if this oversight about the Canadian flag has occurred in other games (I do seem to remember that Victory's *Pax Britannica* got it right). Maybe this information is common knowledge, and AH's minor slip up in *Atlantic Storm* was just that, a slip up. I guess my point is that information presented in a game at the general level is at least as important as at the micro level, probably more so.

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LETTERS from the FRONT



Dear Sir,

I really enjoyed *Panzerschreck* issue 6 but I think there's an error in "Short Takes". Specifically, the *Strike North* variant includes a 2-factor British unit, the "246". That counter was/is actually a misprinted step reduction counter for the "24G". Command later supplied a replacement counter in a later issue. So, the British should only have five units.

Michael Knautz
Wisconsin

Thank you for the correction. We hope that this variant will get some gamers reaching for Strike North from the shelf.

Editor,

After purchasing Retro ASL rules for some time, I gave 'em a whirl solitaire to-night. I'm impressed. I'm a dedicated ASL player. I own every module and almost everything thing printed in existence for ASL. However, I don't have the time to play most scenarios. I end up most of the time playing smallish infantry actions and pass on larger scenarios. Can't imagine playing campaigns, even the smaller ones.

I showed the Retro rules to my ASL friends, but the ideas seemed too radical to the Die Hard crowd. "Too much cut out", was the general reply.

Me? I like the simplified ideas and tables. The idea that stands out as a viable variation in the ASL system is the use of hesitation die rolls. I thought for some time this would take away from one of more enjoyable aspects of ASL, the interaction and tension in a game created by the rules of Defensive First Fire. However, these rules slow the game to a crawl at times, waiting for the other player to make decisions every time a unit is moved, hex by hex. The hesitation rules as they stand create the same general effect as Defensive First Fire, but without taking so much time.

I'd like to see mortars and OBA incorporated somehow; maybe I'll adopt some rules in the same view as Retro without adding further tables and charts. Mortars add an element to small unit tactics; OBA is necessary to adopt some of the official ASL

scenarios to Retro.

I use simple concealment rules, as hidden units add suspense to a game and I've always favoured adding the fog of war as much as possible, particularly at a tactical level game.

The scenarios you've put together are interesting and varied, though I have only tried 2 of them.

The DC rules allow DCs to be a bit too effective; the house rule I've adopted only allows a DC to be placed after Def fire if the attacker is not broken and has already paid the MP costs of placing the DC.

One of the benefits of Retro ASL is a lot less counter clutter and a very reasonable playing time. As a whole, a well thought-out variant, worth further evaluation and playing.

Questions: 1. Any thoughts on how to incorporate mortars and OBA? 2. Any feedback from other ASL players? 3. Any further planned publications on the ASL Retro series? Thanks.

V. Brent Louie
Vancouver

The Retro variant continues to pull in comments of support, both from occasional and lifestyle players. Good News: Retro 2nd Edition has just been released. While the main system of this sturdy variant is unchanged, some optional rules (including Off-Board Artillery, Mortars, and Vehicular Hesitation, among other things), and some minor tweaks are provided. The 48-page booklet also includes DYO Tables, several scenarios, and the data section formerly appearing in Retro Armor Listings. All in all, we think it is a fine update for the variant. Fans will want to check out page 58 for ordering info.

Minden,

After reading about *Panzerschreck* in *Paper Wars* I picked up the first six issues from Boulder. You're the best thing going in gaming pubs right now. Keep up the "classics" retro-fits, and games like *1st Day of the Somme*, and *Dogger Bank*. Many thanks.

Matt Gonneau
New York

There are many niches in this great hobby of ours, and we hope that Panzerschreck helps to fill one of them.

Sirs,

Please clarify the victory conditions for *First Day of the Somme* (Panzerschreck #5) in regards to control of German Trench points.

Various Readers

The British must have 20 VP and must control all Green and Yellow Trench points to win. As the rules state, Trench points are defined as "Green points that are adjacent to Yellow points (and visa versa)". Therefore, there are eleven British Trench points (1,3,4,7,8,9,10, 14, 15, 18, and 19), and eleven German Trench points (20, 21, 22, 23, 30, 32, 33, 42, 44, 45, and 51) in the game, and not 32 German Trench points, as two published reviews (Paper Wars #41, Perfidious Albion #102) say. In other words, Yellow points that are not adjacent to Green Trench points (e.g. 24, 37, 50, etc.) are simply German points, not German Trench points. Is it hard for the Brits to win? Yes. Impossible? No.

Dear Panzerschreck Magazine,

I very much enjoyed issue #5, particularly the Battle of the Somme game. I was also interested in the Dogger Bank game, but was a little disappointed with its lack of detail. Just in case other readers would like more detail also, I have come up with an expansion to the Dogger Bank game.

The ship charts can be done as graphics, with boxes to be checked off. Let me know what graphics program format you use and I can put the charts into that format. I have included an ASCII text representation of each ship chart for completeness.

Let me know if you are interested in this expansion and have any questions or need any additional material.

Christopher Salander
California

Thanks for your submission, which is printed in this issue.

COUNTER

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Back issues of *PANZERSCHRECK* are available; see current price list or www.homestead.com/minden_games.

Short Takes

Edited by Gary Graber



Iwo Jima

The Battle for Iwo Jima, as simulated in the solitaire game *Iwo Jima*, appearing in S&T #92 during 1983 was unique among all of the US amphibious operations taking place in the Pacific during World War Two. In this battle the Japanese changed their battle tactics radically. These changes involved a prohibition on banzai charges in order to preserve their forces and prolong the battle. Prolonging the battle dovetailed nicely with another of the Japanese objectives which was to inflict the highest number of US casualties possible. Finally, the Japanese tried, wherever possible, to fight from underground positions (like emplacements of various types, bunkers, and tunnels) to reduce their exposure to US firepower. Because so much Japanese strength was concealed underground, US military intelligence seriously underestimated the numbers and strength of the Japanese defenders by 50 - 70%. *Iwo Jima* may be modified to simulate the kinds of resistance the Marines expected when they landed on the beaches as well as a variety of other factors that had an effect on the conduct of the battle.

US Estimates of Japanese Strength: Historically the US planners for the invasion of Iwo Jima underestimated the size of the Japanese garrison by as much as 50 - 70%. Players may play the game using reduced numbers of Japanese units to simulate the kind of resistance the US Marines anticipated at Iwo Jima. Begin by removing selected Japanese units to reduce the total number of Japanese units in the garrison. Generally two infantry units

should be removed for each artillery or heavy weapons unit removed. Alternatively (and this is the preferred method), flip all Japanese units face down and remove units at random. To simulate a 50% Japanese force reduction remove 34 Japanese units and shorten the game to 25 game turns. To simulate a 60% Japanese force reduction remove 40 Japanese units and shorten the game to 20 game turns. To simulate a 70% Japanese force reduction remove 45 Japanese units and shorten the game to 15 game turns. In all cases, continue to use the historical US reinforcements, air and naval gunfire support levels, reinforcement schedules, and victory conditions.

Improved Bombardment Effectiveness: After the invasion of Iwo Jima, US military leaders concluded that the pre-invasion bombardment from the air and sea could have been increased in order to compensate for the effectiveness of the Japanese underground fortifications. As a simulation, *Iwo Jima's* game length of 35 turns makes it impractical to lengthen the game further so simulate the effects of a prolonged pre-invasion bombardment. What can be done, however, is to set up the game normally then increase the effectiveness of the US bombardment. Allow the Marine player to use up to four support points in opportunity fire or regular fire attacks and double the number of support points available in each game turn to simulate a stronger and longer naval bombardment.

Banzai Attacks: In the game the Japanese player is allowed to make banzai attacks like those made during other invasions of Japanese held is-

lands. These were notoriously self-destructive and were made usually as a last resort. Banzai attacks might have overwhelmed some US units but typically the Japanese lost heavily without changing the outcome of the battle. Historically at Iwo Jima, however, the Japanese tried to avoid making banzai attacks in order to prolong the battle and preserve their forces, and increase the number of US casualties. Try playing Iwo Jima by restricting Japanese banzai attacks to a slightly more limited set of circumstances. In addition to using the regular game rules governing banzai attacks, the Japanese now may not make banzai infantry attacks unless the targets of these attacks are American units that occupy hexes on or north of the Japanese second defensive line as printed on the game map. In addition, Japanese banzai attacks may be made only in the Sands of Iwo Jima and Campaign game scenarios. In this case, not only does the Japanese unit with the highest number of steps remaining make the attack, but all adjacent Japanese units are required to participate in the attack as well. If the US unit is eliminated or forced to retreat the Japanese unit(s) may advance into the vacated hexes. If their advance places them adjacent to another US unit, the US unit may be attacked as well. It is possible for a US unit to be attacked twice. If two or more US units are eligible to be the target of a banzai attack and the Japanese have sufficient units (i.e. two or more) available to attack these US units, then both units may be attacked. After the second Japanese attack has been made, US units may then counterattack. This procedure must be followed for each Japanese banzai attack.

Denser Japanese Defenses: An option that was available to the Japanese for the defense of Iwo Jima was to withdraw from the southern part of the

island which was less defensible than the northern portion. The Japanese could have then concentrated their manpower in the defensive lines guarding the northern two thirds of the island. To play this situation, remove the Japanese unit deployed south of the first defensive line (total 16 units). These may be deployed either in any of the hexes within the first defensive line. Alternatively, these units could be deployed anywhere in any of the other Japanese defensive lines as well.

James E. Meldrum

Battle of the Bulge

This is a simple variation on how to calculate combat odds in the basic or tournament game of this Avalon Hill classic. Instead of always rounding battle odds down (for example, rounding 6 to 4 down to 1-1 odds), round to lowest terms and keep fractions. If the odds are .5 or higher, roll one die; if this roll is 4-6, round up one odds category, if the roll is 1-3, round down. *Examples:* (1) *Germans attack at 13 to 8, rounding down to 1.625 to 1. If you roll a 4-6, resolve the combat at 2-1 odds; if 1-3, resolve at 1-1 odds.* (2) *Americans attack at 12 to 9, rounding down to 1.33 to 1, so attack must be rolled as a 1-1 attack.* (3) *Germans attack at 16 to 6, rounding down to 2.66 to 1; a roll of 4-6 means it is resolved as 3-1, and a 1-3 means it is a 2-1 attack.*

In addition, if armor is involved in the attack, +1 to this "secondary" roll. The presence of defensive armor has no effect.

This small rule modification can produce changes in combat that will make for some nice variations in this classic game.

Gary Graber

Oil War

11.41 *Historical Notes:* This is a

late 1970's Iranian Hostage Crisis scenario for the SPI game *Oil War*. As a hypothetical result of the United States' hostage situation, the US conducts a punitive campaign against Iran. Immediately after the hostages are released the US strikes back with a limited invasion and multiple air strikes.

11.42 *Initial Deployment:* Arab/Iranian Player: In Iran: 2m, 4a, 1i, 2F5, 2F4, 1F14. US Player: In the Gulf of Oman: 1 US F4, 1 US A6, 1 US A7, (optional - 1F14), In Germany: 3 US al, 2 US i, 1 US m, 1 US a, 6 US F4, 2 US F111.

11.43 *Special Rules:*

1. The Iranian player is allowed to use one US F4 to represent Iranian F14 aircraft. This unit is based at the airfield at Ahvaz. The Iranian F14 unit must always base at Ahvaz.

2. The Iranian player receives reinforcements from the reinforcement track as in the regular scenarios.

3. The Iranian player may not move any ground unit beyond his borders; if forced to do so the units in question are eliminated immediately.

4. The US player may not use F111s on the first game turn. The US player receives reinforcements from the reinforcement track used in scenarios one and two but he may only use those reinforcements from turns two, three, and seven.

5. The US player receives ATPs as in scenario two.

6. The US player may base his units anywhere in Bahrain, Qatar, or in Dharan (hex 1521 only).

7. The SAM sites in hexes 1521 and 1823 are assumed to belong to the US player and may be used by him according rule 7.5 of the regular game rules.

8. A port hex is assumed to exist in hex 1610 (Kharg Island) and belongs to the Iranian player.

9. The US player is the first player

in this scenario.

Victory Conditions: Victory is decided on the basis of which player holds the largest number of oil facility and port hexes inside Iran; the player controlling the largest number wins. In order the US player to win, he must fulfill the victory conditions just given, and in addition, he must hold at least one port hex.

11.44 Notes: This scenario was intended to be relevant to the situation that existed in Iran in the late 1970s - early 1980s. The possibility of a conflict is a result only of speculation. This scenario is intended to have started before the Iran - Iraq War began.

The US player is given only the minimum of ATP's available to simulate airlift capacity and reaction time problems that confronted the US at that time. By virtue of the map design, the scenario can't take into account what is happening in southern Russia or the Indian Ocean, or elsewhere in the Middle East. The US player is assumed to at least have basing privileges in Bahrain, Qatar, and Dharan.

James E. Meldrum

View from the Inside

Well, at least I can't complain about *Andersonville* being delayed again! I've been looking forward to getting this game out for a long time. I know it's dealing with a "prisoner of war" theme, but I prefer to look at it as another fun Civil War game to play. I always say you can never have enough war games on the ACW. Gary has spoken of another title called (I think) *O'Toole at Antietam*. Don't ask me who O'Toole is... could be a dog for all I know! No, I'm not a Civil War "freak" but yes I could deal with another game with the *Cold Harbor* system.

continued on page 53



1914: Opening Moves

A *Panzerschreck* Mini-Sim

INTRODUCTION

The opening weeks of the First World War provided Germany with perhaps its best chance of victory. Having failed to knock out the western allies or Russia, the war ground down to a stalemate in the west. Four years later, the Germans collapsed in late 1918.

Could you, as leader of the German Army, lead your country to a quick and convincing victory during these critical weeks of August and September, 1914? Play *1914: Opening Moves* and find out!

I. COMPONENTS

1914: Opening Moves is a simple solitaire *Panzerschreck* Mini-Sim game, and comes with a small map of western Europe, a set of unit counters, and these rules. As with all *Panzerschreck* Mini-sims, players will need to copy, cut, and mount the map and counters before play. A six-sided die is also necessary for play.

II. GAME SCALE

Each turn of the game represents six days of real life. Counters representing Armies, Extended Armies, Reserve Armies, and Artillery are called *units*. Only numbered hexes are in play.

III. GAME DESCRIPTION AND DEFINITIONS

1914: Opening Moves is a simple solitaire game where the gamer plays the Germans, and the game system plays the allies. The object of the game is to get enough victory points (VP) to win. VP can be gained from holding VP hexes on the western front (on the map, vs. the western allies), and through rolls simulating developments on the eastern front (vs. Russia). The gamer sets up, moves, and conducts the German offensives as he chooses. The game system handles the allies, who are generally on the defensive. Specific rules will instruct allied units about when/where to attack, how to retreat if a retreat occurs, and general movement directions. The game lasts a total of five turns, representing mid-August to early September, 1914, the most fluid period in the west during the Great War.

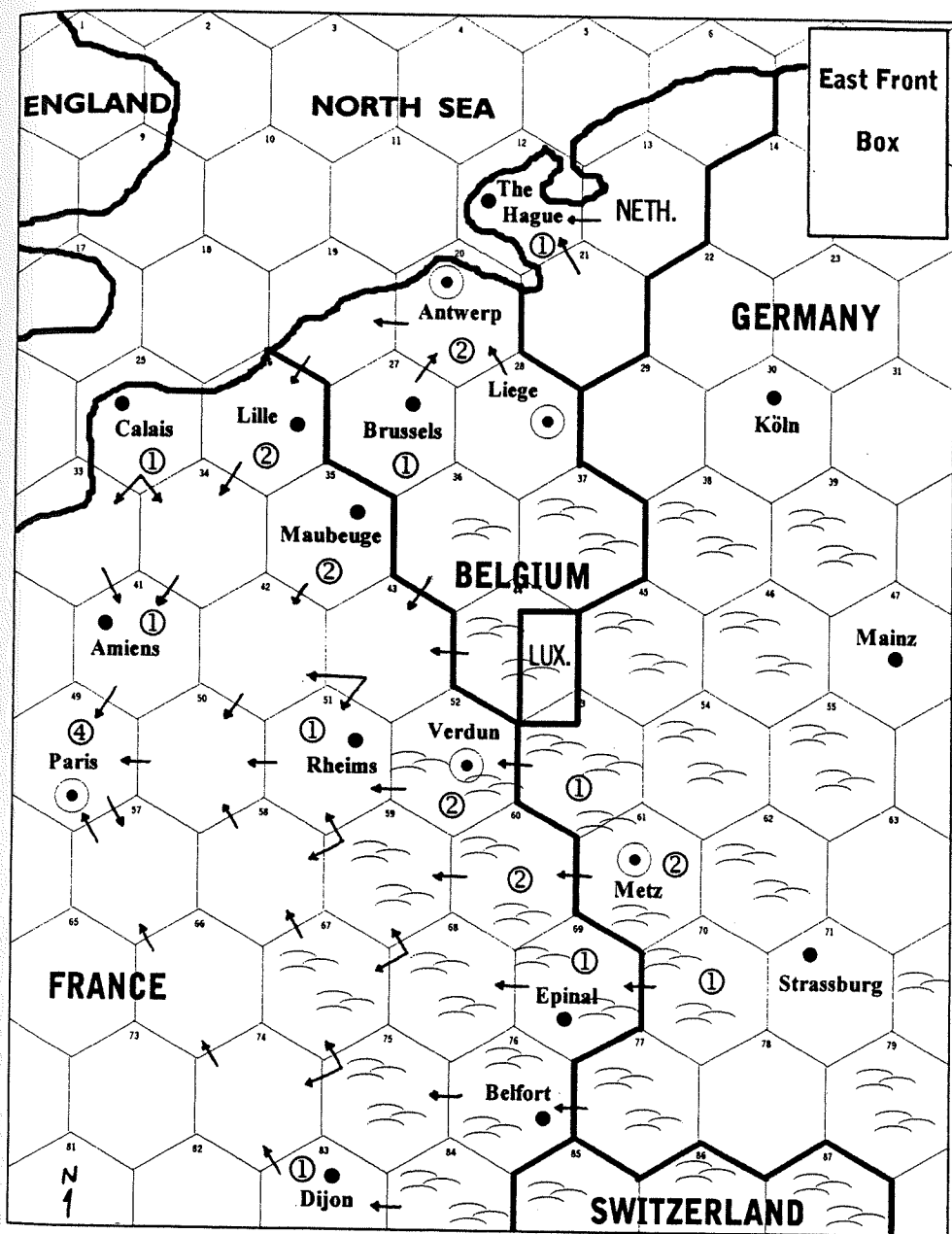
Each turn, the routine of play is that the German will move one of his units, and resolve any Combat that unit initiates. After this is done, he may move another unit, and resolve its Combat. This is repeated until he has moved all the units he wants. The allies, following a predetermined plan, will do the same.

Stacking Limits: Only one unit of any kind may start or end a movement phase in a hex (*exceptions:* Artillery may stack with any friendly unit; Entrenchment markers do not count against stacking limit). Units are free to move through a hex occupied by a friendly unit, they just can't end their movement there. Units may not move through a hex occupied by an enemy unit. If, due to Combat, a unit is forced to be in a hex that is already occupied by a friendly unit, it must move to the

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1914: Opening Moves

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Fortress ● City ● Rough ~ Retreat Arrow ← VP hex ①

nearest unoccupied hex that is under friendly control.

Hex Control: The last side to occupy a hex is said to control that hex. At the start of the game, all German hexes start the game under German control, all French hexes under allied control, and all neutral hexes under neutral control.

Extended Armies: When an army is Extended (see below), it is made up of two units, the *parent* unit and the *arrow* unit. The parent is the original army counter, and the arrow is the Extended army counter used that has an arrow on it. Point the arrow of the arrow unit towards the parent unit to show the relationship. Reserve armies, Artillery, and the Dutch army may not be Extended; all other armies may be Extended. Extended armies (both parts) may not move or cause Combat.

Reserve Armies: Reserve armies move and have Combat as regular armies. They may not be Extended.

Artillery: The German Artillery unit represents the high caliber guns they employed against fortresses. It may stack freely with any friendly unit. The Artillery unit may not be Extended. It may only have Combat against Fortress hexes. It may give Combat Support to any army it is stacked with which has Combat with an adjacent fortress hex.

Zones of Control: There are no ZOC rules in this game.

IV. SETTING UP

After assembling the components, allied and neutral units are set up on the map in the hex numbers indicated. Units not listed are placed to one side at the beginning of the game. Units may not begin the game in Extended mode (see below).

<i>French</i>		<i>Neutrals</i>	
Unit	Set Up Hex	Unit	Set Up Hex
French 1st	76	Belgian	27
French 2nd	69	Dutch	12
French 3rd	60		
French 4th	52		
French 5th	43		
		<i>British</i>	
		BEF	17

After the allies and neutrals have been set up, the German player must set up. The Germans have eight armies available at the start of the game (1st through 8th army), one Reserve army, and one Artillery. German set up occurs in these steps.

(1) Decide how many (and which) German armies (only) are placed in the East Front box. Of the eight available armies, the German may send a minimum of zero, and a maximum of five to the East Front box.

(2) Decide where the remaining German armies are placed. German units must be placed one unit per hex, anywhere in full or partial German territory. The Reserve army must be placed in any German city hex.

(3) Decide where the German Artillery unit is placed. The Artillery unit may be stacked in a hex containing another German unit, or it may be placed in a hex by itself.

(4) The German may place two Entrenchment markers, one per hex, in any hex occupied by a German unit.

Play is now ready to begin.

V. VICTORY CONDITIONS

The object of the game is to get the most victory points (VP) possible at the end of the game. VP hexes are indicated by small circles containing a number; that number is the number of VP the hex is worth. If a German unit occupies (or was the last unit to occupy) a VP hex at the end of the game, the German gets the hex's VP (*exception*: VP hexes that cannot trace a route of hexes (free from Allied/Neutral control) to the east edge of the map at the end of the game do not produce VP for the Germans).

The Germans win a *Decisive Victory* if they have 16 or more VP at the end of the game. If they end with 12 to 15 VP, they win a *Marginal Victory*. Ending with 11 or less VP means the Allies win the game.

A German Decisive Victory means that the Germans stand a very good chance of winning the Great War within a year. A German Marginal Victory (the historical result), means that the Germans stand a good chance of losing the war within three or four years. An Allied win means the Allies stand a very good chance of winning the war within a year.

VI. SEQUENCE OF PLAY

Each turn of the game has three phases, played in this order each turn.

1. East Front/Reinforcement Phase
2. German Movement Phase
3. Allied Movement Phase

Keep track of time by placing and advancing the Game Turn marker along hex 1 through hex 5. For reference, turn 1 represents August 14-19, turn 2 August 20-25, turn 3 August 26-31, turn 4 September 1-6, and turn 5 September 7-12. After five turns, the game is over, and victory is determined.

VII. EAST FRONT/REINFORCEMENT PHASE

During the East Front/Reinforcement phase, the German player will make any East Front rolls required (see East Front section XIII). If any German reinforcements are due, he brings it into the game. Only the Germans get reinforcements; the Allies never do.

VIII. MOVEMENT PHASE










































During this phase, the side whose turn it is may move any or all of his units as desired (*exception*: allied units are moved according to set guidelines, see page 54). Units are moved one at a time, and any Combat it is involved in is resolved before another unit is moved.

Movement Allowances: Armies and Reserve armies have a Movement Factor (MF) of two. An army has a MF of one on a turn that it receives Combat Support from Artillery (see XV). Artillery has a MF of one. Extended armies may not move. Each hex a unit moves into costs the unit one of its MF; a unit must end its movement when it enters a Rough hex, or upon entering a hex containing an enemy unit or fortress. Entering an enemy occupied (or enemy fortress) hex initiates Combat, which is resolved immediately (See Combat below).

Movement into Unoccupied Hexes: A unit may move into an unoccupied hex, and may move again if it has a MF available. *Examples*: A German Army in 29 moves into unoccupied 21, and continues moving into The Hague. A German Army in 29 moves into German controlled 28, and continues moving to 36. A Ger-

1914: Opening Moves

Unit Counters

 French 1st	 French 2nd	 French 3rd	 French 4th	 French 5th	 French Reserve	 French Reserve
 British BEF	 Dutch 1st	 Belgian 1st				
 German 1st	 German 2nd	 German 3rd	 German 4th	 German 5th	 German 6th	 German 7th
 German 8th	 German Reserve	 German Artillery				
			Turn			
						

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man Army in 37 moves into unoccupied 36, and must end its turn since 36 is a Rough hex.

Movement into Occupied Hexes: If the hex moved into is occupied by an enemy unit or unoccupied enemy fortress which is enemy controlled, the unit's movement is over for the turn, and *Combat* occurs. Combat is resolved immediately when it occurs by rolling on the *Combat Results Table* (CRT), and following the results. (See *Combat*, below). After *Combat* is resolved, that unit's movement for the turn is over.

Extended Armies: Any Army may choose to Extend itself during its movement. It costs one movement factor for a unit to Extend; units without the necessary movement point may not Extend. To Extend itself, the player places an Extended unit adjacent to the Army in question. When this occurs, the Army, which normally exists in a single hex, now exists in two adjacent hexes as an Extended Army. Both units of the Extension are considered Extended Armies. That is, both counters (the "parent" and the "arrow") are equally Extended units. Extended armies (both the parent and the arrow) cannot move (and thus may not attack). Think of it as half of the army in one hex, and half in the other; while each part is weaker than a unified army, it is defending twice the territory. An army may only Extend itself into an adjacent hex that is under friendly control. When placing an

Extended Army unit, place it so the arrow points to the parent army. *Example: A German Army in 27 moves to 35, and then Extends to 26, which is already under German control. An Extended Army unit is placed in 26, with the arrow pointed to hex 35 containing the parent unit.* Reserve armies and Artillery may never Extend.

Contracting Armies: The two parts of an Extended Army may be Contracted during the movement phase by reversing the process of Extension. It costs one movement factor for a unit to Contract. *Example: The Extended Armies in 26-35 in the example above chooses the next turn to Contract, and so the arrow unit is removed (in effect rejoining the parent in 35).* Once Contracted, a unit may immediately move normally.

End of Movement Phase: Once the player has moved all his units (or all the units he wants to move), the movement phase is over.

Note: In this game, units are always moved (and have Combat) one at a time. No unit may move a partial portion of its allowance, and then move another portion later.

LX. COMBAT

Combat always occurs during the Movement phase. When Combat occurs, you must immediately (before moving any other unit) roll one die on the *Combat Results Table* (CRT), modify the roll if necessary, and implement the results. All drms are cumulative. Each unit may cause Combat (attack) once per turn. A defending unit may be attacked more than once per turn. *Examples: (1) A German army in 28 moves into 27, which contains a Belgian army. This Combat will have a drm of +1, since the defender is Belgian. This means that a roll of 1-3 will give an AR result, and a 4-6 will give a DR result. (2) A German Reserve army (-1) has Com-*

Combat Results Table

Roll	Result
1	AR
2	AR
3	AR
4	AR
5	DR
6*	DR

AR = attacker retreats to hex it entered Combat from
DR = defender retreats one hex; attacker occupies hex

Modified die roll higher than 6 treated as 6; lower than 1 as 1.

Die roll modifiers (cumulative)

-1 if defender in Rough	+2 if Artillery solely vs unocc. fortress
-1 if defender in Verdun, Metz, Paris	+1 if Army vs unoccupied Fortress
-1 if BEF defender	+1 if Extended defender
-1 if Reserve army attacker	+1 if Reserve army defender
-1 if defender in Entrenchment hex	+1 if Belgian/Dutch defender
	+3 if Artillery Combat Support
	+1 if Marne Counteroff. (Rule XVII)

If the defending hex is an unoccupied Fortress, a DR result occurs means the attacker simply advances into the hex.

* If, due to drm, a 6 is rolled and its modified result is AR, immediately roll one die: a 1-3 means the result is AR, but a 4-6 means that the result is DR

East Front Commitment Table

number of German armies in the East Front box						
Roll	0	1	2	3	4	5+
1	-1	←skip	+3	+3	skip→	+7
2	Skip	+2	+2	←skip	+7	+6
3	-1	0	skip→	+5	←skip	+6
4	skip→	+1	+4	+5	+4	Skip
5	0	+2	←skip	+4	+5	←skip
6	0	skip→	+3	skip→	+6	+8

Key

= modifier to the *East Front Results Table*

Skip = no effect this turn; roll on same column next turn

skip→ = no effect this turn; roll on next *higher* column next turn

←skip = no effect this turn; roll on next *lower* column next turn

East Front Results Table

After a modifier result is obtained on the East Front Commitment Table, immediately roll one die. Modify the roll by the modifier obtained, and check this final roll result on the table below, and implement the results.

Roll	Result	VP	East Box / Reinf.		Add'l Help Sent to East
0	major loss	-7	all remain	none	send 1 army to east next 2 turns
1	loss	-5	all remain	none	send 1 army to east next 2 turns
2	minor loss	-3	all remain	none	send 1 army to east next 2 turns
3	static	-2	all remain	none	send 1 army to east next turn
4	static	-1	all remain	none	send 1 army to east next turn
5	static	+1	all remain	none	none
6	static	+2	all remain	none	none
7	minor win	+3	1 reinf.	next turn	none
8	minor win	+5	1 reinf.	next turn	none
9	win	+7	1 reinf	next 2 turns	none
10	win	+9	1 reinf	next 2 turns	none
11	major win	+11	1 reinf	next 3 turns	none
12	major win	+13	1 reinf	next 3 turns	none
13+	major win	+15	1 reinf	next 4 turns	none

Key

VP = number of victory points the German gets from the east front

East Box/Reinf. = This tells what will happen to German armies in the East Front box. *All remain* means all remain in the box the rest of the game; *1 reinf next turn* means 1 army comes to the west front as a reinforcement next turn (remaining armies stay in box); *1 reinf next 2 (or more) turns* means 1 army comes to the west as a reinforcement that many turns

Add'l Help Sent to East = *none* means no effect; *send 1 army to east next turn* (or next 2 turns) means German must place 1 additional army in the East Front box the next turn (or next 2 turns) during the Reinforcement phase.

bat with a Belgian army (+1) in Rough terrain (-1), so the overall *drm* is -1 (-1 +1 -1 = -1). (3) A French army has Combat with a German Reserve army that is in a rough (-1), Entrenchment (-1) hex for a total *drm* of -1 (+1-1-1 = -1). Let's say in this last Combat a 6 is rolled; 6-2=4, normally a AR result, but since a six was rolled, roll again, with a 1-3 = AR, and 4-6 = DR.

If, due to an AR result, a unit retreats into a hex containing a friendly unit, the retreating unit retreats an additional hex to reach an empty hex. *Example:* A German army from 27 has Combat with a French unit in 35. A DR is rolled, so the French unit retreats to 42, and the German army occupies 35. Another German army, starting its turn in 36, moves into 35, and then into 42, attacking the French unit there. An AR is rolled, so the attacker must retreat back to the hex it entered Combat from, namely 35. Since 35 is occupied by a German unit, the original attacker continues its retreat to any empty hex, and chooses to retreat to 27.

Allied Combat is resolved the same way as German Combat.

X. ENTRENCHMENTS

Counters with a zig-zag pattern represent Entrenchments. Entrenchments do not affect stacking. They cannot move. If a hex containing an Entrenchment is attacked, it gives a -1 *drm* to the combat roll. During set-up, the Germans may place two Entrenchment counters (maximum one per hex) in any hex occupied by a German unit. If a hex containing an Entrenchment counter is vacated by the owner, the counter is eliminated. Entrenchment counters may not be created during the game; the Germans start the game with two, and the allies have none, and no new ones may appear.

XI. ALLIED MOVEMENT

Allied unit movement is handled via the Allied Movement Chart. Neutrals may not move unless invaded, at which time their movement is covered by this chart (see page 54).

XII. RETREAT ARROWS

Several hexes on the map contain arrows. These are called Retreat Arrows. They indicate the direction that an allied unit occupying the hex will retreat if forced to retreat. (Direction of German retreats are up to the player.) If more than one Arrow present, determine which Arrow to follow randomly. *Example:* French 3rd Army in hex 60 will retreat to 59 if forced to retreat. If forced to retreat from 59, half of the time it will go to 51, and half to 58.

Extended Army Retreats: Extended armies generally ignore retreat Arrows. Instead, Extended armies will "wheel" in retreat, since their two parts must always stay adjacent to one another. Usually, the direction of this wheeling retreat is obvious. If more than one possible retreat route exists, the retreat must be made in the general direction of Paris. *Examples:* French 4th Army is Extended, with parent unit in 59 and arrow unit in 51. If the parent unit retreats, it will wheel to hex 58; if the arrow unit retreats, it will wheel to 58 (even if 52 were a retreat option, it retreats to 58 since that is in the direction of Paris). BEF is Extended, with parent in 35, and arrow in 34. The arrow unit retreats to 42. If no other empty retreat route possible, you may retreat an Extended unit back into the hex of its partner, but only as a last resort.

Displacement: If an army or Reserve army retreats into a friendly occupied

unit, that unit is displaced, and must retreat as per regular retreat Arrow (or Extended army retreat) rules. *Example: French 4th Army in 52 retreats to 51, which contains the French 5th Army; the 5th Army retreats to 50.*

XIII. EAST FRONT

During the East Front/Reinforcement phase of each turn (including turn 1), the German must roll on *East Front Commitment Table* to see if there will be a military decision on the east front.

East Front Commitment Table: Depending on how many German armies are in the East Front box, roll once on the appropriate column of this table, e.g. if two armies are in the box, roll on the "2" column.

If a "skip" result is rolled, there is no effect this turn, but the following turn you must roll on the table again: If there is a skip result with a right arrow, you will roll on the next *higher* column; if the skip result is with a left arrow, you will roll on the next *lower* column; if no arrow, you will roll on the same column.

If a modifier result (ranging from -1 to +8) occurs, note this modifier, and immediately proceed to the *East Front Results Table*.

East Front Results Table: You will only roll on this table if you got a number result on the *East Front Commitment Table* roll above. If you did, roll one die, and modify the result by the number result. Note and implement the result. The table explains the different possible effects.

Example: The Germans placed three armies in the East Front box. During the East Front/Reinforcement phase of turn 1, they roll a 2 on the "3" column of the East Front Commitment Table. The skip result with a left arrow means that there is no military resolution this turn, but resolution is "skipped" until next turn. On turn 2, they roll a 6 on the "2" column, getting a +3 modifier result. They immediately roll on the East Front Results Table. They roll a 4, modified to 7 from the +3 modifier, and the results in a "minor win" on the east front, giving +3 VP to the Germans, with 1 reinforcement next turn, and no additional help sent east. On turn 3, the reinforcement (taken from the East Front box) is placed on any hex in Germany not adjacent to an allied or neutral unit. Had a "1 reinf. next 2 turns" occurred, the second German army would have entered the game on turn 4. Had "Send 1 army to east next turn" been rolled, at the start of turn 3 the German would have had to take any army and place it in the East Front box.

Reinforcements (if any) are taken as directed, one army per turn. Reinforcement armies are taken from the East Front box, and may be placed, during the East Front/Reinforcement phase, in any hex in Germany that is not adjacent to an allied or neutral unit. If more reinforcements are generated than occupy the East Front box, the excess is ignored.

The *East Front Results Table* is rolled on once per game. Once it is rolled on, it is never rolled on again.

If "skip" results are rolled each turn of the game, the result of the east front situation is, in game turns, "static", generating zero VP.

XIV. NEUTRALITY

Allied units may never enter a neutral country (Netherlands, Belgium, Luxembourg, Switzerland), unless previously invaded by the Germans. German units may move into neutral countries. If Germany violates the neutrality of a neutral, it costs victory points. Specifically, if the Netherlands, Belgium, or Switzerland is

invaded, the Germans suffer a -4 VP loss (per country). If Luxemburg is invaded, the Germans suffer a -1 VP loss.

XV. ARTILLERY

Artillery may either move on its own, or move with an army it starts a turn stacked with, giving that army a +3 Combat Support drm on any Combat against fortress hexes. It does not give any drm against other kinds of hexes.

An army that receives the Combat Support drm has a MF that turn of one.

Artillery may move on its own. It may not, however, attempt to move by itself into a hex containing an enemy unit. If the hex is free of enemy units, or is a fortress hex, Artillery may. If, in the first case, the hex is free of enemy units, Artillery automatically enters the hex. If it is an enemy controlled fortress hex, the Artillery has Combat to see if it can enter.

Example: On turn 1, German 2nd Army begins the turn stacked with the Artillery unit in hex 29. Liege is the first hex the Germans want to seize, and are deciding on two strategies to use. They could, for example, enter hex 28 with both the army unit and the Artillery unit, and have Combat with the unoccupied fortress hex. With the +3 drm modifier (as per the CRT), the 2nd army and the Artillery would enter Liege on a roll of 2-6. This would end both the army's and the Artillery's movement for the turn. Another strategy would be to move the Artillery separately, moving it into Liege by itself, and having Combat against it with a +2 drm. The advantage of this would be that, if the Artillery Combat was successful, the 2nd army could move into Liege, then make a further move that same turn.

XVI. FRENCH PLAN XVII

The original French plan called for an aggressive attack from southern France toward Germany. French armies will follow this plan until changes occur, as noted.

1st Army: tries to enter hex 77 (if successful, tries to enter 78)

2nd Army: tries to enter hex 70 (if successful, tries to enter 71)

3rd Army: tries to enter hex 61 (if successful, tries to enter 62)

4th Army: tries to enter hex 53 (if successful, tries to enter 54)

Each army will try to enter its objective each turn until Plan XVII is called off. If any of these armies enters its objective, it will remain there until Plan XVII is called off. If gaps develop because of an uneven advance, Extend French armies as much as possible to cover the gaps.

Plan XVII is called off anytime from turn 3 onward that the Germans control one or more French hexes anywhere north of Verdun. At this time, the French shift to a Defensive Strategy in order to protect Paris. Once Plan XVII is called off, allied units may not attack (unless specified by another rule) the rest of the game. Their Defensive Strategy (basically a shift to the north), is as follows. Follow the gist of these guidelines as closely as possible.

1st Army: from 76 to 69

2nd Army: from 69 to 60

3rd Army: from 60 to 52

4th Army: from 52 to 51

5th Army: move to 42 is possible; if not possible, have it move to the left of the French line and protect Paris as much as possible.

If gaps appear in the allied line, French armies should be Extended to fill the gaps as much as possible.

XVII. MARNE COUNTEROFFENSIVE

Allies armies will attack hexes 49-52 if German occupied. Follow standard Combat rules. French units participating in the Marne Offensive get a +1 drm when attacking. *Example: A German sweep has netted northern France, and the Germans now occupy hex 51, which is adjacent to French units in 50 and 52. These units will attack hex 51, one at a time as per regular Combat rules.*

XVIII. SUPPLY

Supply is determined only at the end of the game. The German only gets VP from a hex if that hex is in supply. To be in supply, a hex must be under German control, and must be able to trace a line of hexes (free of allied control) back to a city in Germany. There are no other effects of supply.

XIX. SPECIAL RULES

Observe these special rules.

Dutch Army: The Dutch army cannot Extend. It is eliminated if it is forced to retreat from hex 12.

Belgian Army: The Belgian army is not allowed to retreat outside Belgium. If it is forced to do so, it is eliminated.

Sea Hexsides: Movement is not allowed across sea hexsides (e.g. 12-5, 20-12, 25-17, etc.). The only exception is when the BEF lands in France. The BEF may go from hex 17 to its place on the continent when directed to do so.

Luxemburg Border: The neutrality of Luxemburg can only be violated in two places: crossing the hexside common to 44-45, and common to 44-53. In other words, if a German unit moves from 45 to 44, Luxemburg has been invaded. If a unit moves from 37 to 44, it has not been invaded.

Paris Taxis: If the French ever attack from hex 49, and the Combat results in a DR, the victorious unit (even if a Reserve army) will automatically Extend back to 49. *Example: French Reserve army attacks from 49 to 50, and forces the German to retreat. The Reserve army will occupy 50, and Extend back to 49.*

Central France Bonus: If, at the end of the game, the Germans control hexes 42, 50, and 51 and those hexes are in supply, the Germans get an additional 4 VP.

Allied Movement Strategy: The *Allied Movement Chart* gives directions on how to move allied units. If a situation develops that is not covered by the guidelines, the player is required to make the move that is in the allies' best interests. If their best interest is hard to determine, randomly decide the course of action to be followed. For the most satisfying gaming experience, the player should try and play the allies as strongly as possible.

XX. OPTIONAL RULES AND VARIATIONS

Observe any or all of the following optional rules.

Free Allied Set Up: Allow the allies to set up anywhere they wish, as long as units start in their own country.

Two-Player Game: The Allied side is played like the Germans, with free set up, the ability to move/have Combat as desired, retreats not dictated by retreat Arrows, etc. In this version of the game, however, all allied Combat that is not dictated by Plan XVII or Marne Counteroffensive must suffer a -1 drm.

Strategic Movement: Allow any army or Reserve army unit to move five hexes, regardless of terrain, as long as (1) it stays within its own country, and (2)

does not enter a hex that is adjacent to an enemy controlled hex.

Creating Entrenchments: Beginning with turn four, allow each side to place one Entrenchment counter per turn, in a hex occupied by a friendly unit that did not move or cause Combat that turn.

Different German Plans: Set yourself a VP goal and see if you can reach it via different approaches to France: (1) via the historical route through Belgium; (2) via south France/Switzerland without violating Belgian neutrality; (3) either of the above options, but with maximum East Front commitment given.

Long Term Historical Victory Conditions: If the Germans fail to get 16+ VP, then the allies win the game.

Designer: Gary Graber

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On the home front, sorry to see Brad Shatner go, but I think his work and travel schedule meant something "had to give". But I do see him coming back sometime, and at least staying in contact while he's gone.

Nam Diary: We're thinking about new modules for this small game. One is called "Bomar's Glory", about his winning the silver star by stopping a NVA ambush and then pulling a couple buddies to safety. Another mini-sim format game.

It's great to see *Panzerschreck* staying on schedule, and my view from the inside says the future looks bright. Happy gaming!

Jim Schlapkohl

Game Topic Breakdown

Fifteen games have now been published in *Panzerschreck*. The breakdown of period topics is: *Mediaeval*: 1, *ACW*: 2, *WW1*: 4, *WW2*: 6, *post-WW2*: 2. Of these titles, nine have been solitaire games, five have been two-player, and one has been multi-player. ■

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Allied Movement Chart

French Army: Turns 1 and 2 (*For Plan XVII guidelines, see rule XV*)

1st Army: Plan XVII

2nd Army: Plan XVII

3rd Army: Plan XVII

4th Army: Plan XVII

5th Army: Turn 1: If hex 44 German controlled, OR if hex 36 is German controlled, OR Belgium not invaded, remain in 43. Otherwise, move to 36 on turn 1. Turn 2: If in 36 and Germans control hex 44, Extend from 36-43.

Paris Reserve Army: Remains in Paris entire game.

Dijon Reserve Army: Remains in 83 unless Switzerland is invaded, when it moves to 84. Otherwise remains in Dijon.

French Army: Turns 3+

Plan XVII is called off (anytime turn 3+) once Germans control one or more French hexes north of Verdun. At this time, French units shift to a Defensive Strategy, and moves as follows. Plan XVII is followed until it is called off.

1st Army: from 76 to 69

2nd Army: from 69 to 60

3rd Army: from 60 to 52

4th Army: from 52 to 51

5th Army: see rule XVI

British Army: Starts game in 17. Turn of German invasion of Belgium, it lands in 25. On turn $x+1$ it is moved to 35 if possible (if 35 not possible, then 34; if not 34, then 41). If Germans do not invade Belgium on turn 1, the BEF landing in 25 is delayed until they invade, or turn 3 (whichever is earlier). If France switches to a Defensive Strategy, move the BEF so it occupies the left wing of the allied line in the defense of France.

Dutch Army: Remains in 12 the whole game. Eliminated if forced to retreat.

Belgian Army: No movement unless Belgium invaded. When invaded, will Extend from 27-20. Eliminated if forced to retreat outside Belgium.

General Directions: Allies armies will Extend to plug gaps that develop, as much as possible. If more than one army can Extend to fill a gap, Extend the army not occupying a VP hex. Determine Extending army randomly if still tied.

Plan XVII Retreats: If hexes in Germany are captured by French armies, the French will not retreat from these hexes unless forced. If gaps develop due to overextended French armies, Extend those armies backward to plug the gap as much as possible. *Example: 4th Army occupies 53, and Defensive Strategy kicks in, so 4th army Extends from 53-52.*

Marne Counteroffensive: See rule XVI.

Southern Defense: (1) If Belgium not invaded AND either 75 or 83 is German controlled, French 5th Army immediately moved to hex 67. It will Extend to prevent a German breakthrough towards Paris. (2) If 76 is German occupied, 69 will Extend 69-68.

Survey of DTP Wargaming

by Walter Daniel

There has been a great deal of activity in Desktop Published (DTP) wargaming during the last few years. The three games in this issue of *Panzer-schreck* are an example of that activity. Here is a survey of some of the other games and publishers in the field.

First, we should set forth a working definition for these wargames. I would consider titles with modest print runs and unmounted counters to be DTP. Prices are usually lower than similar wargames published by mainstream companies such as Decision Games or GMT.

Numerous companies and individuals specialize in DTP wargames. Some games serve as outlets for mainstream designers while others represent the entire output of an individual or group. I have taken a closer look at three outfits: Perry Moore, BSO Games, and the Microgame Design Group.

Perry Moore is a wargame designer who has had games released by mainstream publishers. He also produces DTP wargames on unusual topics. His web site (<http://pweb.jps.net/~perrya>) lists available games including *Tank Action in the Russian Civil War* and *Death and Destruction: The Iran-Iraq War*. I ordered *War in the Aegean* about the British island-hopping operations in the eastern Mediterranean during 1943. The 11" by 17" hex map is largely ocean with several of the Dodecanese Islands such as Rhodes, Kos, and Leros shown. Counters with professional quality graphics represent air, naval, and ground units. I was impressed by the amount of detail in this two-player game with some solitaire rules.

BSO Games is the creation of Richard H. Berg of 1970s SPI fame. His first DTP efforts had basic graphics but RHB has been working with graphic artists recently. Recent titles include *Confederate Rails* (a rail game in which the network is shrinking!) and *A Kingdom for a Horse* (Battle of Bosworth Field). I ordered *Longbow* which includes two battles from the Hundred Years War, Crecy and Poitiers. The maps are fine but the counter graphics are spectacular. The game system is innovative in that there is no defined turn sequence--each player can attempt to seize the initiative for his leaders. BSO doesn't have a Web site but you can email a request for information to BergBROG@aol.com.

The Microgame Design Group (<http://members.home.net/co-op>) is a confederation of designers that publishes a wide variety of titles (over 20 the last time I checked). Topics run from the Spanish Civil War to the Korean War to Vietnam to science fiction. *Switzerland Must Be Swallowed* intrigued me with its premise of a proposed German takeover of the neutral country during the Second World War. With over 200 counters and the 11" by 17" map the game has plenty of depth. The design is by Aussie Peter Schutze.

There are some free DTP wargames that can be downloaded from the Internet. Lou Coatney's Web site (<http://lcoat.tripod.com>) has two wargames (*1st Alamein* and *The Russian Portfolio*) that can be downloaded and printed. He also sells some DTP titles directly. The Microgame Design Group offers *Operation: Veritable* (<http://members.home.net>).

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Synopsis of Games Published in *Panzerschreck*

Visit the Minden Games webpage for more information and reviews.

<u>Game</u>	<u>Issue</u>	<u>Period</u>	<u>Scale</u>	<u># Players</u>
Reichstag: The Fall of Berlin	1	WW2	tactical	solitaire
<i>The player (Russians) fights building to building in downtown Berlin and must "fly the flag" over the Reichstag as quickly as possible.</i>				
Nuremberg: Trial of the Century	2	post-WW2	abstract	solitaire
<i>The player (prosecuting Allied powers) must convict notorious Nazi war figures, keeping a balance between conducting a fair trial, and keeping the Soviets happy with the number of convictions.</i>				
Barbarossa Campaign	3	WW2	strategic	solitaire
<i>The player (Axis) launches Operation Barbarossa in this strategic level game (quarterly turns, army sized units) that emphasizes economics.</i>				
Cold Harbor	3	ACW	tactical	solitaire
<i>Mini-Sim. The player (Union) makes a frontal assault against the Confederate positions in the hope of achieving a breakthrough.</i>				
Battle of the Atlantic	4	WW2	operational	solitaire
<i>The player (German) must try and sink enough tonnage each month to bring Britain to her knees.</i>				
Berchtesgaden	4	WW2	operational	2-player
<i>Hypothetical battle in 1945 pitting Axis and Allied units in combat around the rumored "National Redoubt" in the Alps.</i>				
First Day of the Somme	5	WW1	operational	solitaire
<i>The player (British) must plan and execute the Big Push of 1916. After the whistle blows, he must watch to see how his plans fare.</i>				
Dogger Bank	5	WW1	tactical	2-player
<i>Naval combat during the Great War between individual British and German battlecruisers in the North Sea.</i>				
Commando Raid on Rommel	5	WW2	tactical	solitaire
<i>Mini-Sim. The player (British) executes a commando raid on the coast of North Africa in an attempt to eliminate the Desert Fox.</i>				
Fall of Constantinople	6	medieval	operational	solitaire
<i>The player (Ottoman) makes a final desperate attempt to capture Constantinople from its heroic defenders, A.D. 1459.</i>				
Jellicoe vs. Scheer	6	WW1	tactical	2-player
<i>Expansion of the Dogger Bank game system to include all British vs. German naval engagements in the North Sea during World War I.</i>				

continued next page

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- Nam Diary** 6 modern tactical 2-player
Mini-Sim. *Jungle firefight between individual US and NVA soldiers.*
- Sacrifice in the East** 7 WW2 operational 2-player
Germany tries to stave off defeat by the Soviets in the east, 1945.
- Andersonville** 7 ACW card game multiplayer
Euro-style card game of survival and endurance, based on life in the infamous Andersonville prison camp during the American Civil War.
- 1914: Opening Moves** 7 WWI strategic solitaire
Mini-Sim. *The player (Germans) plans and executes the first several weeks of the Great War in hopes of complete victory.*

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net/co-op/ov) about the battle for the Reichswald in early 1945. There are probably other titles at different sites.

With so many DTP games to consider you might want to have the information that a review publication provides. I don't believe that the mainstream wargame magazines cover the DTP scene. Smaller publications are a different story. One good source is *Paper Wars* (<http://paperwarsmag.tripod.com>); a recent issue included reviews of titles from Perry Moore, Rob Markham, and the Microgame Design Group. *Line of Departure* (<http://members.aol.com/jwerbaneth/lod/lod.html>) is a quarterly that also includes some articles about DTP topics. For a European perspective there is *Perfidious Albion*, "The Magazine of Chaotic Historical Simulation." Publisher Charles Vasey (cvasey@aol.com) penned a rather detailed review of *First Day of the Somme* (*Panzerschreck* #5) in a recent issue.

As you would expect there is wealth of DTP wargaming information on the Web. A good source is the Consim-World Discussion Board. Several DTP publishers are represented in the "Game Company Support" forum and there is a "DTP Wargames" topic under

Boardgaming. The Consim-L email list for wargames sometimes includes posts about DTP; check <http://www.grognard.com/email.html> for signup instructions.

You're ready to jump in with both feet but how do you acquire these games? Many publishers sell directly by mail so check their Web sites. Another good mail order source in the USA is Boulder Games (<http://www.bouldergames.com>), long known for its support of DTP. Check your retail store but you won't find many titles if any. One last place to check would be auction sites like eBay--that's how I stumbled across *Panzerschreck* myself!

Here are a few more links for you to explore:

Blue Guidon Games

(<http://blueguidon.tripod.com>)

Markham Designs

(<http://markhamdesigns.tripod.com>)

Simulations Workshop

(<http://simulationsworkshop.tripod.com>)

Schutze Games

(http://www.geocities.com/schutze_games)

Minden Games Price List

www.homestead.com/minden_games

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

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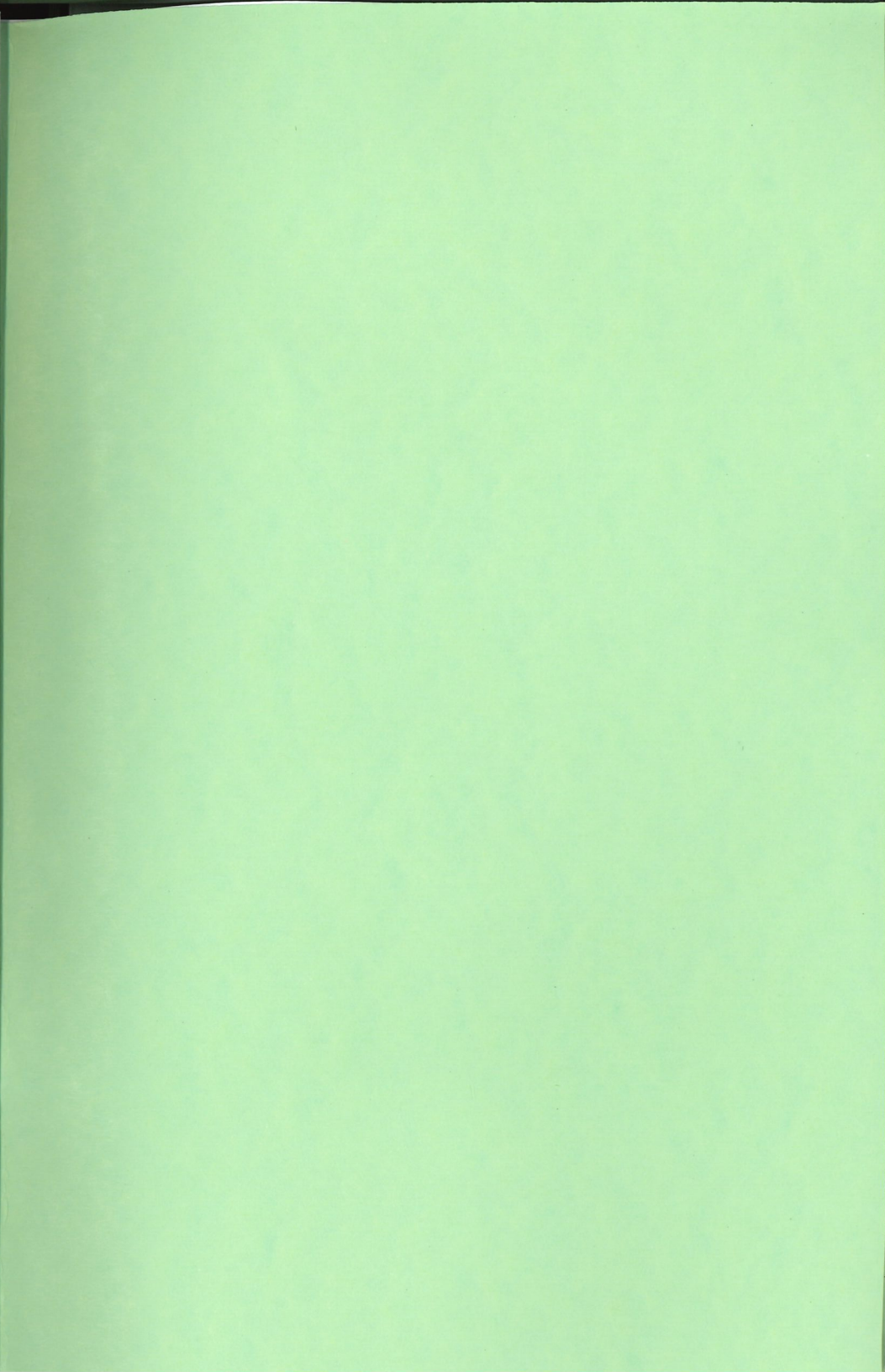
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Games Meant to be Fun; Games Meant to be Played



All Hands On Deck!



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***Gaming variants for Thunderbolt/Apache Leader (GMT),
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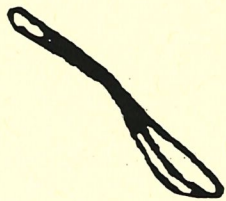
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***Sacrifice in the East (Eastfront WW2)
Andersonville (Euro-style ACW card game)***

...and a World War I Mini-Sim:

1914: Opening Moves

Minden Games (www.homestead.com/minden_games)

1 *Wooden Spoon*

Tool*

+1

2 *Roving Thugs*

Special

3 *Greenbacks*

Tool

+3

4 *Sickness*

H



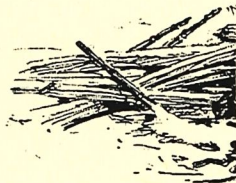
-3

5 *Bartering*

+1

6 *Rain*Health
Check

-2

7 *Fire Wood*

+1

8 *Sanitation*

H



-2

17 Sewage

H



ELEVENTH

-2

18 Food

+2

19 Depression

FIFTH

Health
Check

-2

20 Fight

-2

21 Clothing

+1

22 Sick Friend

H



-1

23 Trade w/GuardsHealth
Check

+2

24 Hope

+2

9

Heat

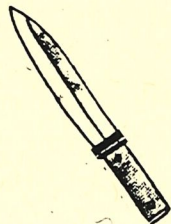
H



-1

10

Knife

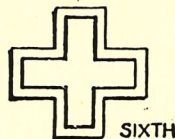


Tool

+1

11

Bible



+2

12

Canvass



Tool

+1

13

Lice



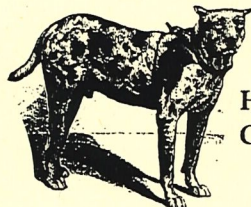
TWELFTH

-1

14

Guard Dogs

H



Health
Check

-2

15

Friends



Health
Check

+2

16

Dispair

H



-3

25

Snitch

NINTH

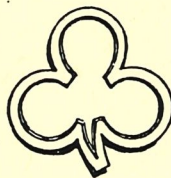
-2

26

Medicine

+1

27

Gambling

SECOND

Health
Check

+1

28

Epidemic

H

-3

29

Infection

H



-1

30

Tin Cup

Tool*

+1

31

Canvass

Tool

+1

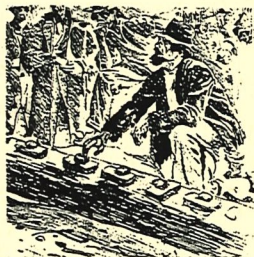
32

Wooden Spoon

Tool*

+1

33

Food

+2

34

Knife

+1

35

Greenbacks

Tool

+3

36

Tin Cup

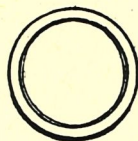
Tool*

+1

37

Swamp

H



FIRST

Health
Check

-2

38

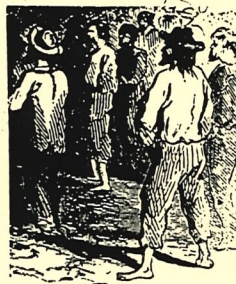
Roving Thugs

Special

39

Crowding

H



-2

40

BoredomHealth
Check

-1

41 Hunger



-1

42 Insomnia

H



THIRD

-3

43 Guards A

H

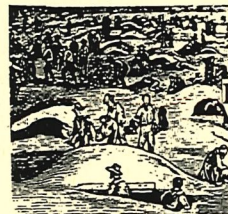


Health
Check

-3

44 Overcrowding A

H



Health
Check

-3

45 Roving Thugs A



Special

46 Epidemic A

H



Health
Check

-3

1	2	3	4	5
<u>6</u>	7	8	<u>9</u>	10

H	H	H	H	H
---	---	---	---	---

Health Chits

Andersonville Player Cards

© 2001 Minden Games

1

2

3

4

5

6

7

8

9

10

H

H

H

H

H

Heath Chits

Andersonville Player Cards

© 2001 Minden Games

1	2	3	4	5
<u>6</u>	7	8	<u>9</u>	10

H	H	H	H	H
---	---	---	---	---

Health Chits

Andersonville Player Cards

© 2001 Minden Games

1

2

3

4

5

6

7

8

9

10

H

H

H

H

H

Health Chits

Andersonville Player Cards

© 2001 Minden Games

Andersonville

SURVIVAL CHITS

© 2001 Minden Games

1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1
3	3	3	3	3	3	5	5	5	5

Sacrifice in the East

Unit Counters

© 2001 Minden Games

1 Uk 8-15-3	4 Uk 8-15-3	1 BR 8-15-3	3 BR 8-15-3	3 Uk 8-15-3	2 Uk 8-15-3	1 BR 8-15-3	2 BR 8-15-3
Pol 3-3-4	1G 7-7-3	3G 7-7-3	5G 7-7-3	6G 7-7-3	8G 7-7-3	10G 7-7-3	1G 7-7-3

TURN	1G 6-4-5	3G 6-4-5	2 6-4-5	4 6-4-5	F 3-6-3	F 3-6-3	F 3-6-3
F 3-6-3	F 3-6-3	F 3-6-3	F 3-6-3	F 3-6-3	1 Air	2 Air	1 4-7-3

74 5-6-5	9 5-3-6	47 6-5-6	66 4-5-5	46 4-3-5	4 3-2-6	58 5-3-6	29 3-4-4
17 1-2-4	34 3-4-4	39 7-5-7	27 2-2-4	49 3-2-4	40 4-3-5	72 3-2-4	14 4-5-4

21 5-4-5	24 7-5-7	81 4-6-4	6 3-5-4	8 2-3-4	91 5-5-5	55 3-4-5	98 4-3-5
42 3-4-4	85 2-3-5	20 2-3-4	56 4-3-5	12SS 7-4-7	48SS 4-3-7	11SS 3-4-4	1SS 6-5-7

12SS 6-5-7	C 2-1-4	C 3-3-3	C 2-4-3	V 1-1-2	M 1-2-2	M 1-2-2	M 1-2-2
M 1-2-2	M 1-2-2	Collapse Effect One	Collapse Effect Two	Collapse Effect Three	Collapse Effect Four	Collapse Effect Five	Collapse Effect Six

A Russian Bulge	B Evacuate Courland	C German Resolve	D Soviet Resolve	E Fuel Reserves	F Refugees	G Acceler'd Collapse	
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SACRIFICE IN THE EAST

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Designer: James E. Meldrum

city river rough start line set-up hexes

