

COMMAND

M A G A Z I N E

The Barbarossa Campaign

BLITZKRIEG 41

Christopher's CORNER

FEATURING WARGAME MAGAZINES

Wargamer Vol.1

Iss #	Title	Price
5	Kesselring	\$65
6	Condor	50
7	Marston Moor	20
8	Albuerra/Vittoria	20
10	Chinese Civil War	50
12	Aces High	20
18	Birth of a Nation	25
20	Little Round Top	25
21	Seige at Peking	20
23	Dec. at Kasserine	30
24	Law. of Arabia	25
25	Never Call Retreat	25
26	Race to the Meuse	12
27	Peter the Great	12
29	Lodz: Blitz/East	25
30	Stars and Bars	12
31	Clash of Steel	12
32	Nap. at Lutzen	12
33	Holy Rmn Emp	25
34	Khyber Rifles	12
35	West Wall	12
36	Uncond Surr.	25
37	China Incident	12
38	Hath No Fury	12
39	Hellfire Pass	12
40	Fight on Beaches	12
41	O'Conner's Off.	12
42	End Iron Dream	12
43	Wellington	12
44	MacArthur	30
45	Custer's Luck	30
46	House of Sa'ud	20
47	Stalingrad	25
48	The Red Baron	12
49	Nap./ Charles	25
50	Knights of Justice	20
51	Duel in the Desert	12
52	Glory Road	12
53	Dunkirk:Dynamo	12
54	Condottieri	12
55	Okinawa	12
56	First Team	12
57	Race for Tunis	12
58	Empires: 1914	12
59	Bloody Keren	12
60	Anvil-Dragon	12
61	Marlborough	30
62	Fallen Eagle	25

Fire & Movement

Issue #	Price/each
1	\$25
2-10	15
11-20	12
21-29	10
30-40	8
41-50	6
51-61	5

MOVES

Issue #	Price/each
1	\$20
2-10	15
11-25	10
26-40	9
41-59	8
60	15

Complete Set, #1-60 \$599

ARES

1	\$15
2-6	10/each

Mint Games

AH Dispatcher	\$125
SPI NATO Div Cmdr	80
SPI G.W.East(QUAD)	80
3W Army Tenn.	25
Freedom/Galaxy	20
Starship Trooper	20

Punched Games

MB Hit the Beach	\$40
MB Broadside	40
MB Dog Fight	40
MB Battle Cry	40
SPI Island War/Quad	40
SPI CA	25
SPI Dreadnought	20
GM Tokyo Express	50
GDW Burma	20
Dec. Kasserine/no mag	10
Bloody Burma w/mag	25

TO ORDER:

Current *Wargamer* and *Fire & Movement* subscribers may take a 10% discount before adding shipping charges. Shipping charges are included for domestic US shipments, Overseas shipments add \$1 per item. Credit memos issued on items out of stock. Prices subject to change without prior notice. All payments in check or money order must be in U.S. funds drawn on a U.S. bank and made payable to **Cummins Enterprises**. Credit card orders accepted for VISA or Mastercard only and carry a \$1 handling charge. Please allow 4-6 weeks for delivery. Send name, address, title and issue number wanted to:

Cummins Enterprises

Attn: Christopher's Corner

PO BOX 1289

SALINAS CA 93902

408/422-7258

(8A-5:30P,

MON THRU FRI)

S&T Books

1 (Iss #1-6)	\$36
2 (Iss #7-12)	40
3 (Iss #13-15)	32
4 (Iss #16-18)	32

☛ We also have some issues of S&T available without games. Please send a SASE or call for the current list.

Strategy & Tactics

Iss #	Title	Price
45	Oper. Olympic	\$50
46	Combined Arms	25
47	Wolfpack	50
48	Sixth Fleet	70
49	Fred. Great	30
50	Battle/Germany	65
51	World War I	45
52	Oil War	40
53	Punic Wars	55
54	Dixie	30
55	Breitenfeld	40
56	Revolt/East	45
57	Panzergruppe	45
58	Conquistador	40
59	Assan. Hitler	20
60	Richmond	40
61	October War	40
62	South Africa	30
63	Veracruz	30
64	Raid!	20
65	Cobra	25
66	Constantinople	35
67	Stonewall	40
69	Tannenberg	30
70	Crusades	40
72	Armada	30
73	Panzer Battles	20
74	Ney vs Well.	50
75	Nap. War	45
76	China War	20
77	Paratroop	20
78	Patton 3rd Army	20
80	Wilson's Creek	30
81	Tito	20
82	Fifth Corps	30
83	Kaiser's Battle	15
84	Opera. Grenade	15
85	Fighting Sail	20
86	Cedar Mountain	30
89	Sicily	25
90	Monmouth	30
100	Superpowers	25
101	Cromwell's Victory	15
	Special Ed #1	8
	Special Ed #2	6
	Special Ed #3	6
	Special Ed #4	6
103	Vicksburg	15
112	Patton War	12

Iss #	Price/each
96-99	\$20
104-111	10
113-128	10
129 Harvest/Death	12
130 Tsushima	12

NAME _____

ADDRESS _____

CITY, STATE _____ ZIP _____

PHONE (____) _____

VISA/MASTERCARD (ONLY)# _____

EXPIRATIONS DATE _____

SIGNATURE _____

TOTAL ORDER \$ _____

T-SHIRT SIZE _____ COLOR/TITLE _____

COMMAND

M A G A Z I N E

NOV-DEC 1989

ISSUE #1

Features

Ty Bomba	Barbarossa: Misconceptions, Half-Truths, Lies and Savagery Unbridled — The Big Issues	11
Ty Bomba	Blitzkrieg '41 This issue's game. The German attack on Russia in June of 1941	23
Curtis S. King with Capt. Michael Bigelow	The Eagle and the Bear The Russo-Polish War of 1920	43
James P. Werbaneth	Fletching the Arrows The Luftwaffe in Spain	52
Marty Kufus	When Private Hendrix Kissed the Sky Not your typical airborne soldier	54

Departments

Commander's Call	4
Short Rounds	5
Classified & Conventions	62
D-ELIM	62

On this issue's cover: Artist David Fuller's interpretation of *hubris*, 1941 style.

Editor: Ty Bomba

Art and Graphics Director: Larry Hoffman

Business Manager: Christopher Perello

Associate Editors: James Dingeman, Richard Jupa, Christopher Perello

Contributing Editors: Craig H. Barrett, Thomas M. Kane, Marty Kufus, Adrian McGrath, Joseph A. Miranda, Mark Rivera, James P. Werbaneth

Command Magazine® is published six times a year by XTR Corp. Domestic one year subscriptions are \$35.00. Overseas subscriptions are \$47.00 (surface) and \$57.00 (airmail). Trial three issue subscriptions (available only to first-time subscribers) are \$20.00 (domestic), \$26.00 (overseas-surface) and \$32.00 (overseas-airmail). Two-year subscriptions are \$60.00 (domestic),

\$84.00 (overseas-surface) and \$108.00 (overseas-airmail). Overseas subscriptions must be paid in U.S. dollars (only) by means of an international money order, or U.S. or Canadian postal money order. All orders should be made payable to Command Magazine or XTR Corp., and should be sent to Command Magazine P.O. Box 4017, San Luis Obispo, CA 93403. VISA or MasterCard orders may be made by mail or telephone — (805) 546-9596.

Telephone: (805) 546-9596

FAX: (805) 546-0570

NEXT ISSUE: The game will be *Sunrise of Victory*— 1942-43 on the Russian Front. This will be the merciless continuation of the savage struggle begun in *Blitzkrieg '41*. Be there. Aloha!

COMMANDER'S CALL

by Ty Bomba

First off, for those who may have picked up this magazine and are new to the hobby of wargaming, a brief disclaimer follows. That is, no, we are not nazis, fascists, communists, running dog imperialists or any other kind of bad guys. We abjure sexism, racism, ageism, etc., and certainly do not advocate armed aggression as any kind of positive solution to today's problems. In truth, we're just a trio of plain dealers from the central coast who enjoy reading military history and playing board games.

And, now, some explanations to you older hands reading this. We were on to something about a new golden era, I believe. Well, it hasn't ended, it's just moved.

During the past decade, we've all been conditioned by the myth (that's right — the MYTH) that board wargaming is a dying hobby, a soon to be lost art, meeting its destruction through the electrification of home entertainment. Until recently (4 August, to be precise) I towed this woeful party line myself, and even, I am now embarrassed to admit, helped spread it. Well, no more. This magazine is founded on the well-researched premise that our hobby, though it's certainly no booming, get-rich-quick, super-growth market, is alive and well and moving forward and will keep doing so for years (and years) to come.

After all, no one is putting forth the proposition electrification is killing books. Why, then, should we believe we are thus doomed? Propaganda, gentlemen, pure and simple. When, through a series of greedheaded and muddled business deals, companies have steadily beavered their way into a debt mound of third world proportions, what better way to excuse it all than say that this market is doomed.

Sacre bleu! Blasphemy, you gasp! Well, there it is. The three of us (me, along with Graphics Director Larry Hoffman and Attorney/Game Developer Chris Perello) who left 3W that sunny day last summer did so out of the conviction that for a wargame magazine to truly prosper wargames must be the center and sole business concern of those publishing it. And, brother, that's us. We have no intention (or need) to expand into computer, sports, role-playing or family games. Among us we have over 50 man-years experience in the hobby and we're well-funded enough — even in the very unlikely event we don't sell a single magazine in that time — to do this for over a year. Forward.

During my time at S&T, many of you complained — and rightly so — of the great number of typos, dearth of illustration, and under-developed nature of some of the games. What you didn't realize was that was primarily caused by the fact Larry and I had our attentions increasingly distracted from the magazine by an ever-growing list of other responsibilities. We didn't so much get to edit and layout the magazine as we did merely give it our blessings and best wishes as it zoomed past us every six weeks.

That has ended. I now have the time to proof and thoroughly edit this magazine, and (along with Chris) playtest and develop the games. And Larry's now got the time to lay it all out properly. We have no fantasies about becoming rich while we do this, but we do believe (as our planned and already begun advertising campaign gathers momentum) we can maintain *Command* at a high enough circulation level to provide us with a comfortable and right livelihood.

Enough. Rather than go on for pages about my hopes for *Command*, I'll just let the rest of the issue speak for itself. To give this issue the broadest circulation possible, we've sent it free to all of the 6,000-some names on our North American mailing list. (We got the feeling a good many of you were becoming skeptical of the please-send-us-your-money-now-and-we'll-send-you-the-product-by-and-by approach made famous through years of misuse in this hobby. And those of you who did respond to our pre-publication advertising — thank you — and don't worry, you're not getting gypped; your subscriptions have been extended one issue beyond what you paid for.) Please use the center-stapled feedback response card to let us know your reactions.

The East Is Red?

Though, as you'll see in the sections below, I remain an advocate of the feedback system, in order to get our production pipeline up-and-running, I had to use my editorial prerogative to commission about a year's worth of games. Here's a brief report on some of the stuff coming your way in the next six issues or so, followed by other titles to be voted on for publication beyond that time.

When I began looking around for games to start with in *Command's* first year, I knew I wanted some modern-era and near-future stuff in the mix. The rapidly changing situation in what we used to call "the East Bloc," and those changes' potential to completely overturn everything we grew up *knowing* for sure about Europe, soon got me into a conversation with Jon Southard. Here's an initial report on the resultant game project, which I hope to have for you by issue five or six.

PROJECT OUTLINE: IRON CROSS '92 — THE WAR OF GERMAN REUNIFICATION, from Jon Southard.

Game Subject

A possible West German attack into East Germany, with the object of German Reunification.

Scale

West German brigades, East German and Soviet divisions, 200 counters in all, with slightly less than half being game markers. Daily turns. A half-sized (with large, 5/8" hexes) map will show east Germany.

(Continued on page 57)

SHORT ROUNDS

Edited by James Dingeman
& Richard Jupa

Me. 262

On 29 May, the Postal Authority of Antigua and Barbuda (that's one country, two islands, located south-east of Puerto Rico, with a population of about 74,000 and an area of 171 square miles) issued a set of eight stamps to commemorate the 50th anniversary of jet powered flight. One of the aircraft chosen for a stamp (*Scott Cat. no. 1178*) was none other than the Messerschmidt 262 "Swallow" of late World War II



fame. This is the first time the 262 has made it on to anyone's stamp — and it will probably remain the last time for a long while. Note the islanders' tasteful blotting out of the you-know-what on the tailfin.

Beware of Greeks Bearing Flutes

Founded about 700 years before the birth of Christ, the Greek colony of Sybaris in Italy faced the Gulf of Taranto and soon prospered immensely from the fruits of a fertile alluvial plain and a hammerlock on one of the two main trade routes from eastern Greece. Within 200 years, the six mile perimeter of its walls encompassed a population archeologists believe to have been between 80,000 and 100,000 — which was considerably bigger than most Greek urban centers.

So wealthy had these fortunate Greeks become, the

name "sybarite" became a universal term for one who lives to enjoy ostentatious luxury. It was said that all physical tasks were carried out by slaves; these waited on reclining masters, who were usually busy sampling the delicacies of overpaid chefs (who enjoyed one-year patent on particularly original culinary creations).

Despite their reputation for soft living—a reputation made even more scandalous among fellow Greeks by the Sybarites' shocking custom of eating meals with their wives—the citizens of Syb-

Footnote To Operation Sealion:

And Speaking of Willy Messerschmidt, you might not have known it, but he was also involved in the *Luftwaffe's* planning for the aborted invasion of England in 1940, Operation Sealion. He was asked to come up with an answer to the question of just how would the German army actually get its heavy equipment across the English Channel if the *Fuhrer* gave the go ahead for the attack?

On 4 October 1941, an administrative revitalization of the shelved plan caused General Ernst Udet, head of the *Luftwaffe's* Technical Department, some consternation when he evaluated a scheme submitted by the famous —

and often brilliant — Messerschmidt. The aerospace engineer and industrialist proposed that tanks should be fitted with "wings" and a "fuselage tail with control surfaces," then towed by cables behind four Ju.52 transport planes flying in tight formation.

Udet had enough headaches (particularly that October) in his job, and vetoed the proposal instantly. He sent a letter back to Messerschmidt, requesting the engineer consider something a bit more practical—like very large gliders. He gave Messerschmidt three weeks to work up a new proposal, but it seems nothing more ever came of the whole idea.

aris apparently took the trouble to field a large army, with the help of their hinterland allies. (Strabo estimates 300,000 men, which is ridiculous. Even a tenth of that would have been quite a lot for those times.)

One distinct military advantage wealth brought the Sybarites was an unusually large contingent of cavalry — 5,000 mounted men, according to one estimate. (In 334 B.C., Phillip of Macedon, commanding a bigger population base, was still unable to raise more than 4,000

horsemen for one of his expeditions.) Undoubtedly, given the cost of a horse and equipment, the cavalrymen were aristocrats.

Of course, stirrups were unknown in Europe at this time, and the mounts were small by later standards, but few of their Italian opponents enjoyed this military edge. (The Sybarite horsemen may have worn hoplite armor, functioning less like cavalry and more like mounted infantry.) When pitted against the vulnerable flanks of
(Continued next page)

Greek-style city-state phalanxes or horse-poor Italian tribal forces, this gilded mounted unit probably proved to be a tactical trump.

A powerful army was necessary because a rival to the south—the envious city of Croton—often found excuses to make war against Sybaris. The home of the famous mathematician Pythagoras, Croton had been founded by fellow Achaens about the same time as Sybaris. Its citizens deeply resented the trade they continually lost to their northern neighbor.

Apparently, factional fighting in Sybaris in 510 B.C. gave Croton the chance to intervene under the guise of protecting the richer, prop-

ertied citizens from a populist upstart. The Crotoniates were aided in their aggression by a Spartan adventurer, Prince Dorieus, who had gained invaluable fighting experience against Carthaginian mercenaries.

The battle turned when the horses of the crack Sybarite cavalry—which were expertly trained to prance to music for Sybaris' ever-popular parades—were thrown into disorder after the Crotoniates played the

beasts' favorite tune at a crucial moment in the struggle. (As with many ancient reports, certain logic gaps remain. It is difficult to see how the debacle of the cavalry could have broken the phalanx, unless the sight of the city's leader-

ship fleeing the field splintered morale.) In the ensuing chaos, the Crotoniates defeated the army of Sybaris and then captured the city itself.

The animosity between the two peoples must have

been extreme—at least as intense as that later existing between Rome and Carthage. Determined to exact the harshest revenge, the Crotoniates first methodically sacked the city, then diverted the course of the Crathis River so it flowed over the location, which remained lost until archaeologists discovered it again only about 20 years ago.

Total destruction was a highly unusual fate for one victorious Greek polis to inflict upon a defeated Greek rival—but perhaps the affluence and arrogance of the Sybarites had grated on their less fortunate neighbors in more ways than we can now imagine.



Money And Blood: The High Costs of the Persian Gulf War

Where They Got Their Weapons

The full story of what may be the largest arms buying spree in history—by Iran and Iraq since the Gulf War began in 1979—will not be fully known for years to come, particularly if one considers that shooting wars are often followed by a rebuilding of destroyed military capability. However, it may be worth summarizing what we know today of the questions involved.

Both Iran and Iraq were engaged in an arms buildup in the early 1970s. Iran maintained a slightly higher level of annual arms imports until about 1978, when the level of its imports

began to drop. About the same time, Iraq significantly increased its arms imports. Throughout the 1970s, Iran was the world's largest arms importer. Iraq has held this distinction since 1980.

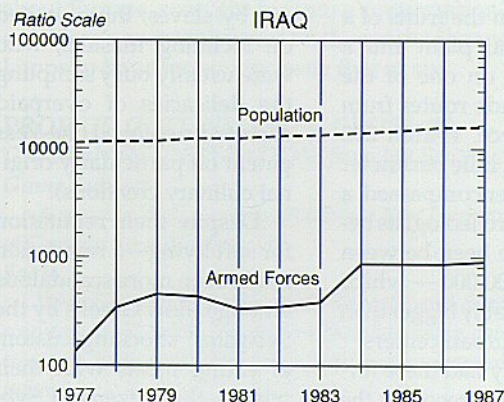
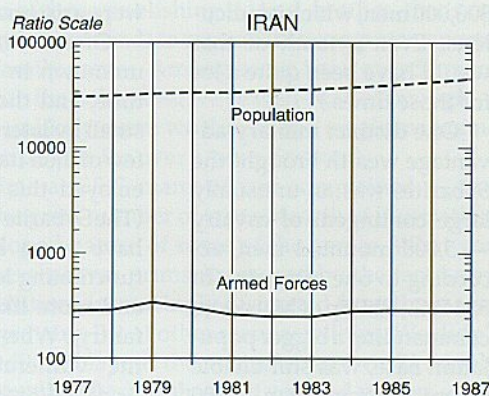
The US supplied 35 percent of Iran's arms imports prior to 1980, making it the largest single arms supplier for the period 1972-1980. Since 1980, however, North Korea, followed by China, has become Iran's principal arms supplier, although the number of countries export-

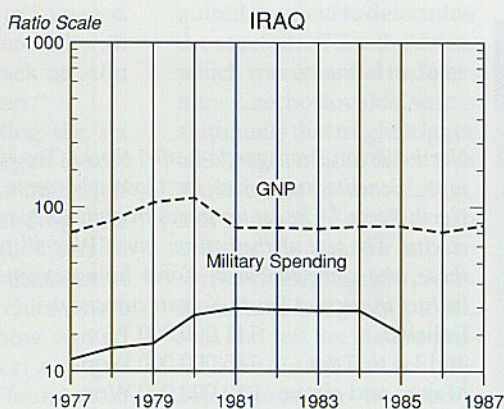
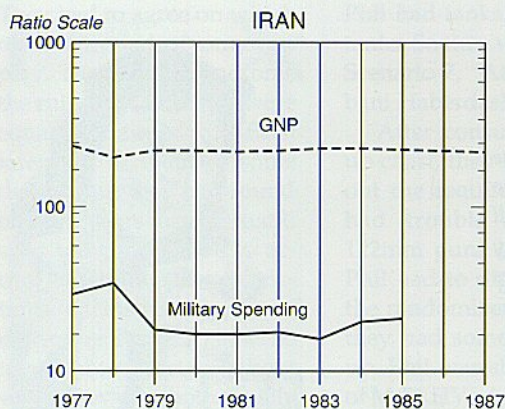
ing arms to Iran has increased many fold. In addition to its direct purchases of arms and military equipment, Iran in particular often purchased items of a primarily civilian nature (e.g., Swedish Boghammer speedboats) and effectively converted them to military use.

Since 1980, the Soviet Union has been the principal arms supplier to Iraq, supplying over \$20 billion in arms, which comprised more than 42 percent of total Iraqi arms imports. For the same period, France supplied \$6.7 billion and the PRC some \$3.9 billion in arms, making them the next largest suppliers to Iraq.

In the scramble for arms suppliers, Iran and Iraq scoured the globe. The huge volume the Iran-Iraq War generated for the international arms trade is reflected not only by the fact that 41 countries sold arms to one party or the other, but also by the large number of countries that sold significant amounts of arms to both belligerents. The diversity of arms sources made available to Iran and Iraq is readily apparent in the following summary. Iran obtained 42 percent of its arms from East Asia (particularly North Korea and China), 16 percent from NATO countries, 12 percent from countries

classified as "Other Europe," and 9 percent from developing countries in various other regions. Iraq's suppliers were also wide-





spread. Fifty seven percent of the arms supplied to Iraq during the war came from the Warsaw Pact, 22 percent from NATO countries, 11 percent from East Asia (particularly China), 5 percent from Other Europe, and 6 percent from assorted developing countries.

The practice of supplying arms to both belligerents was remarkably widespread. In fact, over 93 percent of all arms supplied during the war came from the 28 countries that supplied both Iran and Iraq with war materiel. Only 7 percent of all arms purchased during the war came from the 13 countries that limited their relationship as an arms supplier to either Iran or Iraq exclusively. Relatively unrestrained arms transfers by countries providing arms to both sides make this war unique in that political and ideological factors often took a back seat to broader economic objectives. (Gotta get all that oil money back somehow, eh? — Ed.)

Relative Burdens

The burden the war placed on the two countries is significantly different. In the late 1970s, Iran's arms imports accounted for almost 17 percent of total national imports. From 1980-1987, an average of about 12 percent of all Iranian imports were military in nature. Iranian military spending as a percentage of GNP averaged

about 7 percent for the 1980-87 period. By contrast, annual Iraqi arms imports as a percentage of total imports averaged 46 percent since 1980. For the same period, Iraqi military spending as a percentage of GNP averaged an estimated 35 percent annually.

The Persian Gulf War also exacted a different price on each country in terms of manpower diverted and lives lost. Iraq's armed forces averaged 617,000 men between 1980-1987 and the size of its force reached 900,000 at its peak in 1987. Between 1980-1983, the size of Iraq's armed forces averaged about 415,000 troops. During the second half of the war, 1984-1987, Iraq doubled its personnel commitment and its force size averaged 819,000. Iraq's forces comprised an average of 3 percent of its total population during the first half of the war and 5 percent during the latter half.

Regular Iranian forces (not including the large and important Revolutionary Guards irregulars) average about 378,000 and reached a high of 650,000 in 1986 and 1987. Iran's armed forces claimed less than 1 percent of its population for the entire period of the war.

Throughout the war, there was a significant difference in the size and quality of the forces fielded by each country. Iran's regulars were outnumbered by Iraq

by a factor of almost 2 to 1. Iraq's military effort consumed a much larger relative share of that nation's resources than did its adversary's. Its imports were predominantly military in nature, a substantial share of its Gross National Product was devoted to the war effort, and

the manpower needs of its armed forces diverted a major portion of the civilian workforce.

If total population is considered, Iraq also suffered relatively higher casualties. Iraq has a population of 17 million; its casualties for the war are believed to number approximately 150,000 dead, 300,000 wounded, and 70,000 prisoners of war. Iran, with a population of 50 million, is estimated to have suffered 300,000 dead, 500,000 wounded, and 50,000 prisoners of war (including many in the Revolutionary Guards).

Source: *World Military Expenditures and Arms Transfers, 1988*, U.S. Arms Control and Development Agency, Washington, D.C., p. 21.

Korean Propaganda Wars

A little known aspect of the confrontation between the two Koreas is their propaganda balloon war. Both sides attempt to persuade the other's soldiers to defect and cast doubt on the opponent's leadership through propaganda and they use balloons

to do it.

Almost every night propaganda drifts across the Demilitarized Zone (DMZ); the direction depends on the wind. The Koreans use balloons to carry the propaganda to the enemy without setting both sides on alert.



South Korean Propaganda Leaflet (front). Top line says "Fulfill freedom in your heart! Fulfill happiness in your heart!" In the lower left corner of the picture "These brave men came from North Korea." The bottom gives the names, ranks and dates of defection.



North Korean Propaganda Leaflet (back). Top line says "Benefits and prizes for those who come to North Korea." The center shows free gifts they will receive. The text at the bottom says "We will pay those who come to North Korea living expenses (values in current South Korean currency).

Enlisted 111,000,000 Won
2nd Lt. to Capt. 185,000,000 Won
Majors and above 259,000,000 Won
For equipment up to 18,500,000,000 Won"

At the time this was found one dollar equaled about 880 Won.

The balloons do not present a large enough radar target to alarm either side as they are made of paper or plastic. A timer is set to release the materials only after it has reached the other side. Sometimes the timer fails and material meant for the north falls in the south where it is gathered by passers by.

The propaganda of the south emphasizes the material benefits of its vigorous economy. It also depicts Kim Il-Sung and his son (and

designated successor) Kim Jong-Il as senile and womanizers. The south offers rewards for defections to the south. The southern balloons also carry watches, small transistor radios and other small consumer electronics items.

The north also offers rewards for defecting, including cars, houses and major appliances. Propaganda that floats down to the south also calls for the Korean people to throw out

the American puppet regime and the American occupiers.

In addition to the balloons, propaganda speakers blare nightly. Most broadcasts are in Hangul (Korean) but some are made in English for the benefit of the G.I.s manning guardposts or patrolling in the DMZ.

The propaganda is generally ineffective with few successes for either side. PFC Joey White, an American, defected in 1982 and occasionally southern soldiers go north. Most of the defectors from the south are below the



North Korean Propaganda Leaflet (front). The girl is holding a certificate for living expenses. The box under her hand says "Welcome to North Korea." At the bottom "Don't be troubled by oppression and contemptuous treatment. Make a resolute decision to find happiness."

grade of captain and are serving on the DMZ in primitive conditions and hear the propaganda constantly. On the other hand most defectors from the north are officers serving away from the DMZ and are often pilots. They fly to the south in their aircraft.

by Paul V. Kohl

자유대한이 의거월남자에게 드리는 각종혜택

의거월남자 보상금	특별보상금
<p>신분에 따라 북조선돈 85만원상당액 황금 14,500그램 까지 지급</p>	<p>휴대장비에 따라 북조선돈 4,733만원상당액 황금 897,700그램 까지 지급</p>
망글제보자 보상금	원호혜택
<p>신분에 따라 북조선돈 85만원상당액 황금 14,500그램 까지 지급</p>	<p>● 개인 소용 주택 제공 ● 자녀의 학비 면제 ● 직장 앞편 및 생활 보장 ● 보상금 연금 수당 지급 ● 건강 및 가족 의료 무료 ● 신문 및 재산 보호</p>

South Korean Propaganda Leaflet (back). Top line says "All types of compensation will be given to those who come to South Korea." Top Left. "We will pay compensation based on your status (rank) up to 850,000,000 North Korean Won or 14,500 grams of gold." Top Right. "We will pay special compensation for equipment you bring with you up to 47,330,000 Won or 807,700 grams of gold." Bottom Left. "We will pay compensation for those who report tunnels up to 850,000,000 North Korean Won or 14,500 grams of gold." Bottom Right. "Benefits. Private House. Offer of a job and guaranteed living expenses. Special schooling and study abroad. Will pay you an annuity. Security for your property and body."

An Enjoyable Saturday Afternoon

Editor's Intro: Better than any expository essay I could write for the editorial column, this piece aptly points up what's wrong with far too many of today's games. Read. Enjoy. We've all been there ourselves.

It was a rainy day in October when Jeff arrived at Phil's house for an afternoon's excursion in the world of "Adventure Gaming." The two grognards had known each other since *Stalingrad*™ was new, and had been opponents off and on ever since. They had played the Classics, the Monsters, the

Quads, the Folios, the Micros and the Albums together.

After the usual pleasant-ries, and a trip to the fridge for refreshments, they went to the closet where Phil kept his extensive collection of games. As they opened the door, a whole host of wars and battles, present, past, and future, greeted them. Some were in old, well used, boxes; others in cracked and broken plastic tray affairs; still others in stretched plastic bags, and a few in plain brown wrappers.

Now the hard part came.

They had to agree on which of this myriad of games to play. They had to find one, the rules of which they were equally acquainted with. Each knew all of them to some degree, but they had found over the years they were still a bit too competitive to accept "after the fact" explanations or instructions from each other during a game. So they had to select one about which they were both equally knowledgeable or ignorant.

The field narrowed a bit when they decided not to duel each other with swords, tridents, magic, chariots, clubs or flintlocks. They'd done that last weekend.

Phil wanted a tank. Jeff wanted to play around with the Middle East. So they chose one of the games on the wars between two Semitic peoples of that area. It was tactical because Phil wanted a tank on his counters today. From this, they moved to the game room with its large folding table in the corner. They dragged out the table, and gathered two chairs and sat down to begin.

The map was not mounted, so they backfolded it along its many creases. What they wound up with were creases in reverse, but that would have to do.

The counters had gotten all mixed up in the tray's "convenient storage compartments" because the lid did not fit tightly. There were blues with the reds, and pinks with the tans, "Disruptions" among the T-55s, and infantry in with the artillery. After about 15 minutes, they thought they had it sorted out sufficiently to begin.

Next the scenario was chosen. They wanted to find one where they could both *really* win, and not just lose the least. That narrowed it down from 15 to two. One had no tanks on one side, so that was un-acceptable. If

Phil had tanks, Jeff wanted tanks. So they were left with Scenario 7, "Attack on Abu bani Haberdasher."

After consulting the set up chart, they began to sort out the required units. Jeff had trouble finding the 122mm guns called for, so Phil had to dig then out of the randomizer chits where they had somehow wound up. Phil was short a couple of M-51 HVs; he found them among the M-48A5s.

After 10 minutes of this, they were ready to place their units on the map. Further consultations about the Order of Battle revealed Phil was on the offensive and Jeff was fighting a delaying action. Phil's units began "off map." Jeff placed his few units on the map. Several did somersaults when set next to some of the creases, and a few stacks fell over due to the ridges and valleys of the map surface. But after ten more minutes, Jeff was satisfied with his deployments.

By that time an hour had already gone by, and they were both thirsty. So another trip to the fridge was in order. Jeff had the munchies, so they broke out a bag of chips as well. Then back to the game.

Both Phil and Jeff felt the need to look over the rule book a bit, since they hadn't played this game in a while. There was only one book, so Phil read first and Jeff watched T.V. for a while, but began to lose his appetite, so he came back to stare at the four color map with all its cryptic symbols and pictographs. Jeff then had his turn at the rules, and after another half hour had gone by, they were both ready to begin.

Consulting the sequence of play, they found they first had to resolve the "Middle East Intervention Contingency" as called for by the "Foreign Intervention Chart." The first die roll re-

quired a second to determine the reaction of South Africa, which was essential to determine Czechoslovakia's arms shipments that might trigger U.S. intervention. Since this could cause Soviet reaction, and necessitate another trip back to the counter mix to sort out the light green pieces from the dark green pieces, Phil and Jeff decided to pretend the die roll had actually been "three," or "no effect."

Phil began to place his units on the road hexes on the map's edge. Jeff, still glancing through the rules, pointed out they had to determine the flood stage of the local river to see which of Phil's units would be required for flood control and therefore unavailable for combat. That required another die roll, which resulted in two infantry units used for flood control and all terrain except roads being unsuitable for Phil's tanks. Since there was only one road above the flood stage of the river, that dictated where Phil would enter.

Phil then moved his units until contact was made with Jeff's units and stopped to judge "Command Control" as per rule 57. This resulted in four of his tanks running off the road into the watery goo on the side and being lost forever, although they wouldn't count toward Jeff's Victory Point Total.

Now it was Jeff's turn. He checked his units for Command Control, and found he was left with only two to move, a mortar and an H.Q. He could not move the mortar because he wanted it to fire, so he moved the rather useless H.Q. a few hexes just to confuse Phil. The mortar fire scattered and was ineffective.

Phil's tanks survived another 15 Command Control die rolls in his next turn, and then over-ran five of Jeff's units, which were un-

able to fire because the "Foreign Ammunition Availability" die roll in the Game Turn Interphase had dictated that Jeff's units had no French APFSDS Obus-G ammunition, so they would be ineffective against the tanks. This resulted in Phil rampaging half way across the map and left Jeff with only a few surviving units.

Jeff's turn brought a new twist when he rolled the die for the Weather Table and got a six. That resulted in a rare heavy rainstorm which immobilized all Phil's tanks for four turns.

Jeff's mortar fire scattered again and his tanks got stuck in the mud as well.

Phil was beginning to get desperate. He was only half way to his objective, and had little time left. His last two Air Strike Availability die rolls had given him five As and nine Hs, but the Visibility die rolls had resulted in "Heat Haze," which cut their effectiveness in half, rendering them practically useless. Now he could not even find his two best tank units. He searched under the layers of Game Function Markers that buried his units, but to no avail. Finally he spotted them, stuck the bottom of Jeff's glass as he hefted it to take the last swallow. After a brief debate, the tanks were placed at their last known location and given a free turn to make up for their trip into the "Twilight Zone." So much for realism.

Jeff's next turn began with volleys of die rolls. His Command Control rolls either resulted in panic or the die went on the floor. A third of his units were rendered useless, a third malfunctioned according to additional die rolls on the Weapon Reliability Chart, and the other third actually got to move.

Jeff found he'd inadvertently left his engineer unit in a swamp hex and he there-

fore was in reality trying to stop Phil's tanks with nothing more than a stack of very neatly arranged Game Function Markers that had somehow gotten piled up together in the front line during one of the many Morale Check die rolls. So much for that position.

But it all came to naught in the interphase of turn 17 when Phil rolled a two, which resulted in U.N. Intervention, which brought the game to a halt as a draw.

Five hours had gone by. Five hours and a few refreshments. Both Phil and Jeff felt a little uneasy with the afternoon's activities. Had they really simulated a Middle

East battle? There always seem to be so much movement and panache to those engagements. Theirs had more closely resembled the Western Front in WWI with all the complications, die rolls, weather, supply, command control, and what have you. They both sat silently in front of their back-folded map contemplating what they had learned.

Then they carefull packed up the whole thing, put it away, took out *Afrika Korps™*, and had a hell of a good time playing it, yelling about each other's Jerry's, Limey's and I-ties, and never once had to look at the rules.

by Ron Bell

note: Dad was a rifleman in the 75th Infantry Division.), and we'd already taken a lot of losses — not that we hadn't given as good as we got, but we were feelin' the strain alright.

Anyway, the word come down to expect an attack in our sector the next day, so we were dug in good an' waitin' for it that morning. Right about when it got light, yuh know, we could hear these big engines revin' and then a lot of shoutin' and cheerin' from their infantry on the other side of that far ridge. We got set some more, and kinda looked at each other and said, like, "Oh, man, here it comes!"

An' sure as s**t, they came over that ridge. Why, they'd brought up a p'atoon of those *King Tigers*. There was one, two, three, four — yeah, there was four of 'em come rollin' over that ridge. And behind

every tank there was a squad of infantry or so, packed in as close as they could get behind 'em.

That was a damn stupid thing. You always read in these military history books what geniuses these German generals were. Yeah, well, you'd of thought they'd of learned by then that the American Army always brought its artillery with when we came to play. We woulda just finished those infantry off with air bursts — which we did plenty at the Ruhr Pocket later on. Man, we massacred 'em there! In our sector of the pocket they didn't have any tanks, so when they tried to break out they just got into these big assault columns. Phew! You know, just like you see in those books about Napoleon's times! I don't know what the hell they thought they were gonna accomplish like that. Some

stupid s**t fanatic bastard in charge, no doubt. What a waste of men! We knocked 'em down like ten pins then, and didn't even take a one casualty. I'm tellin' yuh, there was over 5-600 dead in front of our company alone!

Anyway, it didn't get that far that morning in the Bulge. Yuh see, they must've had this attack really doped-out back at headquarters. 'Cause, like I said, the night before they'd given us the word to get set for it, and then they brought up a couple of these new T.D.s they had with 90s on 'em. Now what the hell did they call them? Wolverines or Badgers or some damn thing. Anyway, they'd brought a couple of these up, and one was dug in just a few yards from my hole.

Well, as soon as them *Tigers* came over that ridge, you could see this guy in our T.D. gettin' set. He waited a little bit, 'til they'd come down that side far enough so he had a good clear shot, then — PA-WHAM! it went! And man, that whole T.D. just rolled back on its treads from the force of it! And a second later — BAWF! He hit that one *Tiger* square! Man, the turret popped off, flew straight up in the air, and then came back down and sat there on a cant, with its barrel stuck in the ground!

Jesus, it got quiet then. Everyone just looked. Then all of a sudden it was like someone pulled the plug! All you saw was field gray asses an' elbows as that infantry ran back over the ridge and them other tanks slammed it into reverse and backed the hell outa there!

Later on we went up and looked inside that *Tiger*. Man, those guys in there had been turned into some kind of black jelly or paste! Up to that point, I hadn't seen nothin' like that. Anyhow, that's when I knew we had 'em.

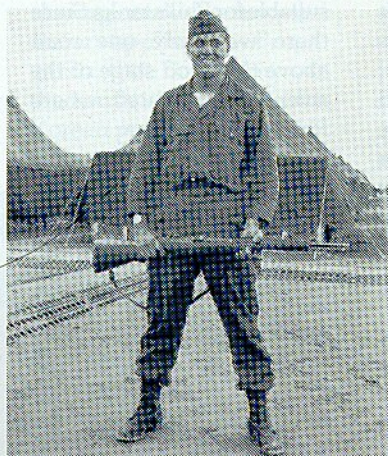
I REMEMBER...

(As told By Paul Bomba To Ty Bomba)

Ed's Intro: Here's installment one of what I hope you veterans out there will help me turn into a regular column. I've titled it I Remember, at least for now, and I'd like it to become an outlet for your anecdotes about military life (2,000 words or less). They can be humorous, sad, angry, nostalgic, scarifying or any emotion between those poles. They can be stories from peace or war, from training, garrison or the field. They can be your own stories or ones told to you by vets. If you've got photos to go with it, so much the better (originals will be returned undamaged). The only stylistic rule I set is that they should be told in first person.

I remember how I knew the Germans had lost the Battle of the Bulge. Don't get me wrong — we knew right from the start we were gonna kick their asses — but I mean I remember one morning when I saw somethin' that made me know right that minute that we had 'em.

Yes sir, one morning —



Pvt. Paul R. Bomba shortly after entering basic training, 1944.

either it was in the last week of December or the first week of January — we had dug in on some ridge line, which tapered down into a narrow valley then back up the other side just as easy. There weren't many trees, mostly just fields.

Well, we'd been in action on the north side of the Bulge since they'd committed us a couple weeks before (Ed's

Barbarossa:

Misconceptions, Half-Truths, Lies and Savagery Unbridled — The Big Issues

by Ty Bomba

It was late in the summer of 1987, and I was riding across town with a buddy on the Munich subway. I had just gotten my copy of Brian Fugate's new revisionist history, *Operation Barbarossa*, and was discussing it with my friend.

On the seats across the isle from us in the otherwise empty car there were three Germans. Two were high school-aged youths, a boy and his girlfriend, members of the newest generation — the video generation — to inhabit that ancient and history-laden country. They wore black, all black; their hair was spiked and dyed the same shade of purple that colored their lips. Their ears were pierced in numerous places, and the holes bore studded and looped ear rings. They cracked their bubblegum incessantly and cast mean and side long glances our way.

The video generation of Germans hate Americans, or at least they dislike us intensely, and our regulation tapered haircuts gave us away instantly as "Amis." I don't think most of them really know why they dislike us — beyond a general (and understandable) boredom with having foreigners cluttering up their otherwise tidy country for the past four decades.

Any situation gets old, of course, but this one of pretending Germany is still some war ravaged land needing our "protection" — especially when that protection is most often and typically personified by drunken 19 year-olds puking their beer bloated bellies into the gutter — has gotten *real old* of late. Anyway, you quickly learn to take the glances in stride.

The videoniks made their mistake, though, when the boy took a *Sex Pistols* cassette from the pocket of his leather vest and slapped it into his player. When the first notes came thrumming out, the third German, previously immobile and passive, came to life.

This fellow was, as best as I could reckon, somewhere between 60 and 1,000 years old. He was about six feet tall, with a solid build, and dressed in some nondescript old man manner I can't even remember now. But what I do remember was how he wore his full head of white hair in a close cropped crew cut, and how he planted his silver topped walking stick squarely between his feet and rested his crossed hands on itsommel. He sat up straight, like the barrel of a FLAK gun on a busy day. He looked level ahead across the aisle, not at us, but through us.

And most incredibly, he sported (again, in all-white) a Hitler-type moustache. You just don't see those things very often. Virtually every one of the NATO armies have regulations specifically forbidding that style to their members (not that many of us would've chosen it

even if we could), and the Germans have also, for obvious reasons, pretty much let them go out of vogue. But this guy had one, and he wasn't cupping his hand over it in embarrassment either, as if maybe he'd just slipped with his razor that morning. (Later that day, thinking back on him, my buddy said to me, "You know, I bet if you go into a German library and look up "unrepentant" in the dictionary, that guy's picture is there.")



22 June 1941, near Rava Ruska. Colonel P. Fotchenkov, of 8th Tank Div., plans his counter attack

When the old man heard the music start to play, he turned his head and looked directly into the face of his young countryman. I saw him squint both eyes just the smallest perceptible bit — like he was focusing on some distant target over open sights. The kid smoothly clicked the off button on his box, and when he did so, his girlfriend looked up irritably and started to complain, "Vas?!" And then when she, too, saw the old man sighting them in she instantly cut herself off and looked back down at her feet. The moustache turned back toward us, and his eyes went back to viewing whatever it was he was following before the interruption. (You think we had a generation gap in America in the sixties? You haven't seen anything until you've seen what lies between the grandparents and grandchildren of Germany today.)

Both of us Americans just mentally shrugged off all this Teutonic interplay — as you tend to do when the people communicating around you are doing so in a language you don't understand or understand only partially — and went on with our own conversation



August, 1941: Soviet Commemorative Stamp. Mother tells her departing son, "Bood Geroyem!" "Be A Hero!"



March, 1942, German stamp commemorating their dead.

"Whither depart the souls of the brave that die in battle, Die in the lost, lost fight, for the cause that perishes with them?"

—Arthur H. Clough

about Fugate's book. The old guy just rode along, watching, no doubt, his own mental movie, taking place, probably, somewhere far to the east of our *U-bahn* car.

As we began to approach the next station and you could feel the train begin to slow, the old man came into our world again. He lifted his cane slightly and then jabbed it back onto the metal floor. That sharp noise got our attention, and we both looked up from the history book I held and saw immediately we were now undergoing the sighting-in process.

"I will tell you," he began, "why we lost in Rrrrrussia!" And he rolled that "R" end over end as he said it. "We lost because: vun — Rrrrrussia vus too damn bik! Und two — it vus too damn coldt! Und sree — zer vus too damn many of

zem!" We sat motionless, listening, except for the involuntary jolts that ran up our spines when he jabbed his stick onto the floor at the words "vun," "two," and "sree."

The car stopped, the old man stood up, turned away from us and marched out the left door. The two punkers ran out the one to the right. I realized I hadn't breathed in the past minute, exhaled with relief, and said to my friend as I snapped shut the book, "Well, that settles that."

"Damn straight!" he answered, and we rode on, knowing we'd just learned some truth that would never appear as plainly in any text, no matter how far scholarship on the war developed in the years ahead.

So I have to confess here, if you're itching to play *Blitz '41*, you might as well stop reading and go at it. Because though I'll use the rest of this article to explain some of the more interesting and telling points contemporary scholarship makes about this campaign, when I'm all done, you still really won't know much more than you did after reading the old man's explanations.

A Day In The Life...

Editor's Intro: *There's an old Chinese proverb that goes, "Most of war is beautiful." We tend in our hobby to concentrate on that beautiful part, and rightly so, I think. That is, I think we play these games for stimulating competition, a more operative understanding of history than is provided by reading alone, and to sharpen our skills as strategists. I've never met (and I hope I never do) a gamer who was into the hobby to vicariously relive and enjoy historic violence.*

Nevertheless, lest we get too high-flown and abstract in our avocation, it's good to now and then remember that part of war that's not beautiful. Here, then, are two evocative short stories, dealing with the part of war where the tire meets the road — or perhaps I should say, where the bullet meets the neck.

(The following is excerpted from: Proud Monster, copyright 1987 by Ian MacMillan, and published by North Point Press. Reprinted by permission. Information on obtaining the book can be obtained by writing North Point at: 850 Talbot Ave, Berkeley, CA 94706.)

The Ukraine, Fall 1941

A Photographer's Last Day in the Field

We had been out a month. None of them understood why I had to turn my back, hide, slip off to some quiet place to load it. Celluloid must be handled with great care, unwound only enough to hook it in, and the black door must be snapped shut immediately. I had to calm myself and try to make my hands obey me during this procedure; I returned, shining with sweat, holding the camera away from me like a deadly snake. Before my transfer, I had known nothing of this; I had ridden in bombers, scanning the distant patchwork of land under us and photographing bright flashes, expanding mushrooms that billowed with a voluptuous beauty, perfect circles of shock waves streaking outward toward all horizons. But on the ground it was different.

As always, the gaunt, unshaven corporal, a half-smile on his face, approached the empty house on a sneak with a kind of playful curiosity. The torch disappeared into the window

and illuminated the room inside. Then the thatch began to take fire, the smoke curling heavily into the windless sky, like dye spreading slowly through water. So many houses burned that I did not raise the camera.

Behind the house, aged men with beards dug a hole under the casual gaze of soldiers. A mother and child stood and watched. The child did not cry. I approached on the flank of the soldiers, checking speed and depth of field. The mother lifted the child, knowing what was about to happen. The camera began to buzz in my hand, and I raised it just as the young corporal from Bingen lifted his Mauser to the mother's back and aimed. I saw this through the viewfinder, my finger on the release. Perhaps you have seen this picture. Behind the simple arrangement of people lies a vast, blank plain. I pressed and heard the sound, and shut my eyes. Later, when they were through, I sneaked off behind the burning house and vomited my rations into a dry cistern.

Up toward the little village, they had six partisans lying face down on the ground. They were tied up, and their heads strained up so that they could see the process of their execution. The gaunt corporal asked at which end he should start, and a discussion as to procedure ensued. Not understanding, the partisans muttered and whispered, apparently making plans to bargain. Finally, Oberleutnant Webber settled the discussion by taking out his Luger and approaching the men. I pressed the release six times, and one by one the heads flopped to the earth. When the last head dropped, I began to cry, gazing — my vision intensified by flooding eyes — at the evil device in my hands.

I rode back in a six-wheeled limousine. The officer in front held the camera, and I placed my hand on his shoulder and explained to him the rules of caution one must obey in handling such things. He agreed, turning it over in his hands and nodding thoughtfully. The car was like Heydrich's. Encased in the heavy, sleek machine, I felt safe for the first and only time we were in Russia.

Russia Was Too Damn Big

By my thinking, this was the single greatest factor leading to the German failure in Barbarossa. In all their campaigning prior to that invasion, the Germans had taken on opponents whose countries were of a size small enough so their geographic vitals could be gobbled in one giant clap-shut of the armored pincers' jaws.

Slam! and Poland was swallowed. Chomp! and the low countries went into the gullet. Slurp! and metropolitan France was digested. Crunch! and it was the Balkans' turn. The German armored formations broke into their enemy's land, and when the various spearheads met again, they had surrounded and cut off that nation's heartland from the rest of the country. The western and central Europeans literally had no room in which to get a breathing space, no time to learn how to defeat a *blitzkrieg* before it was already over. Likewise, working in arenas of that limited size, the panzers were able to complete the job before attrition, both mechanical and human, got to be too debilitating a problem.

That phase of the war came forever to an end for the Germans as soon as the Russia project was put onto the drawing boards. The area of the European portion of the Soviet Union alone was greater than the sum total of all acreage previously conquered by them. The changed perspective, and the Germans' perplexity about it, becomes immediately apparent when you examine the various plans of Hitler's staffs after he set them to work. Those plans differed in that each laid down varying priorities in terms of the invasion's initial thrusts.

General Marcks' plan called for the reconcentration of the central and southern army groups, once the operational barrier of the Pripyet Marshes had been bypassed, for a grand drive on Moscow. Walter Warlimont's Operations Department at Armed Forces High

(Continued on page 18)



"Nee Shagu Nazad!" "Not One Step Back!" says this unhorsed Red cavalryman in 1941.

Leningrad, Winter 1941

Stew

My father has now broken the couch up and is carefully scraping the dried glue into a can, using the pocketknife he usually uses to open letters. Mother has a pot on a wire grate over the sink because there is no fuel for the stove. In the sink she has a little fire going, she fans the smoke out of the window, and it comes back with each stroke, as if rocking. On the floor there are two green felt Saint Nicholas dolls, now ripped open and empty; we will stuff them with paper. Next my father will scrape the wallpaper in Peter's room. Last week Mama wrapped Peter in a sheet, and we took him to the church and left him by the graveyard. There was ice in the corners of his mouth and eyes. Our boots squeaked on the snow. Mama laid him next to an old lady with bare feet, who was wrapped up in frilly window curtains.

The pot splutters in the sink, and I can smell the odor of petroleum jelly. Mother put that in first, then sawdust, and then the beans from the Saint Nicholas dolls. Across the room, my grandmother sleeps on a cot. She is so thin that the blue veins on her arms can be held away like tiny, soft pipes under her skin, and she smells like old food or the toilet. She does not speak, and Mama says it will only be a day or two before we take her to the church.

The wallpaper makes hard chunks of whitish stuff that smells almost sweet. Mother takes spatula loads of it to the pot and shakes it in, and the sweet smell replaces the smell of the jelly. It is getting dark now. We will eat soon and have to hurry because we have no candles.

While we eat, I see that Grandmother is watching us, blinking and moving her mouth. Mother sighs and looks at my father, who shrugs once, trying to swallow the stew. Then he says, "No, it's too late for her." My grandmother blinks.

In my room I peel thick, dry paint flakes from the window-sill and eat them. The flakes have three thin layers of color:

white, green in the middle, and light gray. I set my dolls up in their house. The small mother doll with the porcelain head is very old, once my grandmother's. She wears a peasant costume. The boy doll wears shorts with straps and has no shirt. Father will not take the glue from the little bed and chairs and wardrobe because there isn't enough for the stew. The insides of the dolls are hair, so we won't need that. I speak to the dolls in a whisper because my parents think I am sleeping: Shh, don't worry, the bombers will be gone soon. Don't cry. After a while, I think that Peter is in the room. A picture of him, like smoke, moves in the darker corner. I decide that the little boy doll is Peter. He sits in the chair in the living room next to the mother, his arms down at his sides like at the church. Peter gets up and goes to the window to see the planes. Get away from there! Mother snaps. I'll spank you! Peter stays at the window, and Mother strikes him. He goes back to the chair crying. Wait till your father hears of this! The house shakes as the bombs fall. The iron frying pan in the kitchen falls off the counter, and Peter is now off the chair and on the floor, lying on his face. Mother picks him up, puts him back on the chair, and waits for the planes to go away.

Then the wardrobe falls down in front of Mother, and she gasps in dismay. How will she pick it up? Peter, help me with this. It's so heavy and I'm only a girl. Peter lifts the wardrobe back up. Mother looks at him and then says, Peter, thank you, would you like some candy? Yes, I would, he says. She goes to the kitchen, past the frying pan, and brings it out. Peter is sitting now with one hand up, holding candy. Can I have some, too? Why, yes, Mother says, of course you can. The white flakes of candy sting my mouth at first, and then I taste the sugar. Oh, this is good.

Yes, it is, isn't it? she says.

Can we have more?

And she says, yes, all you want. There's plenty in the kitchen.

German Armed Forces Medals and Decorations of the Barbarossa Campaign

During the last months of the war in the ETO, there was a saying current that went like this: "The German fights for *Fuhrer* and Fatherland; The Brit fights for king and country; but the Yank fights for souvenirs." That might be a slight overstatement of the situation, but not by much. During the closing days of the war, and in the years immediately following it, the American Army in Germany literally looted (traded, pilfered, bought out, scavenged — use what verb you like) that country of millions of pieces of Third Reich memorabilia.

Even today, almost half a century later, the results of our initial occupation of Germany are still apparent in the U.S. collectors' market. Authentic nazi collectables are easily obtainable at reasonable prices. (The many fine pieces of militaria issued by the Soviet Union are much scarcer, tend to be in sorrier states when they are available, and always cost more. I hope one of the eventual side benefits of *glasnost/perestroika* is the eventual arrival on these shores of more Red medals.)

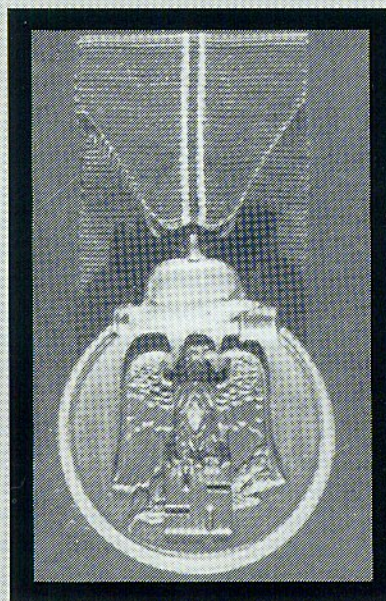
The German command was well aware of the psychological value of well earned decorations and battle honors. Their uniform-wear regulations even stipulated the things were acceptable on battle dress uniforms. Here are descriptions and photos, from my own small collection, of five of the better known items to come out of the Barbarossa campaign.



The German Cross First issued on 28 September 1941, Hitler decreed this medal be created to reward acts of bravery higher than those required for the Iron Cross First Class, but not quite up to the kind of deeds needed for the coveted Knights

Cross. During the course of the war approximately 30,000 of these were issued, with the army and *Waffen S.S.* taking 17,000 and the navy and *Luftwaffe* getting the rest. The things were so heavy that once pinned on they'd actually deform the uniform. Accordingly, an embroidered cloth patch of similar appearance was what was actually worn after the day of the award ceremony.

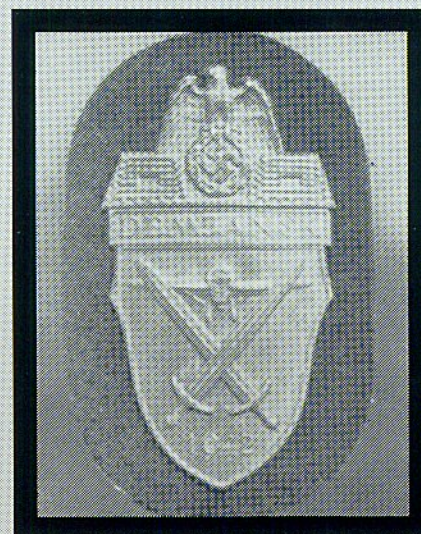
Medal for the Winter Campaign in Russia — 1941-1942: This one, too, was decreed into existence by the *Fuhrer*, on 26 May 1942. Today it's broadly considered to be one of the handsomest pieces to come out of World War II. (And you've probably seen it before without knowing what it was — its on Avalon Hill's *Stalingrad* game box.) Its red, black and white



ribbon colors inspired its nickname — "Order of the Frozen Meat."

Over 4 million of these things were given out. (This makes them readily available still today. I found mine at a flea market — in excellent condition and with ribbon intact — for \$8.00.) Virtually everyone who was in the east from 15 November 1941 to 15 April 1942 — including civilian workers, women, foreign volunteers, and admin-

istrative personnel — could get one. The criteria for receiving the award were: 1) To have been engaged in combat in the theater of operations for at least two weeks; or 2) Sixty days to have been spent continuously in the combat theater of operations; or 3) To have been wounded in that combat theater; or 4) To have been frost bitten severely enough to earn a regular Wound Badge (the German equivalent of the American Purple Heart); or 5) if *Luftwaffe*, to have spent 30 days over enemy territory. Needless to say, by 15 April 1942 a lot of people had qualified for this award.



The Demyansk, Cholm, and Krim Arm Shields These awards were a heraldic innovation of the Nazi regime (though they do have their rough coequals in the "campaign ribbons" of many other armies). The shields were given to military personnel and civilians for "participating in a theater of opera-

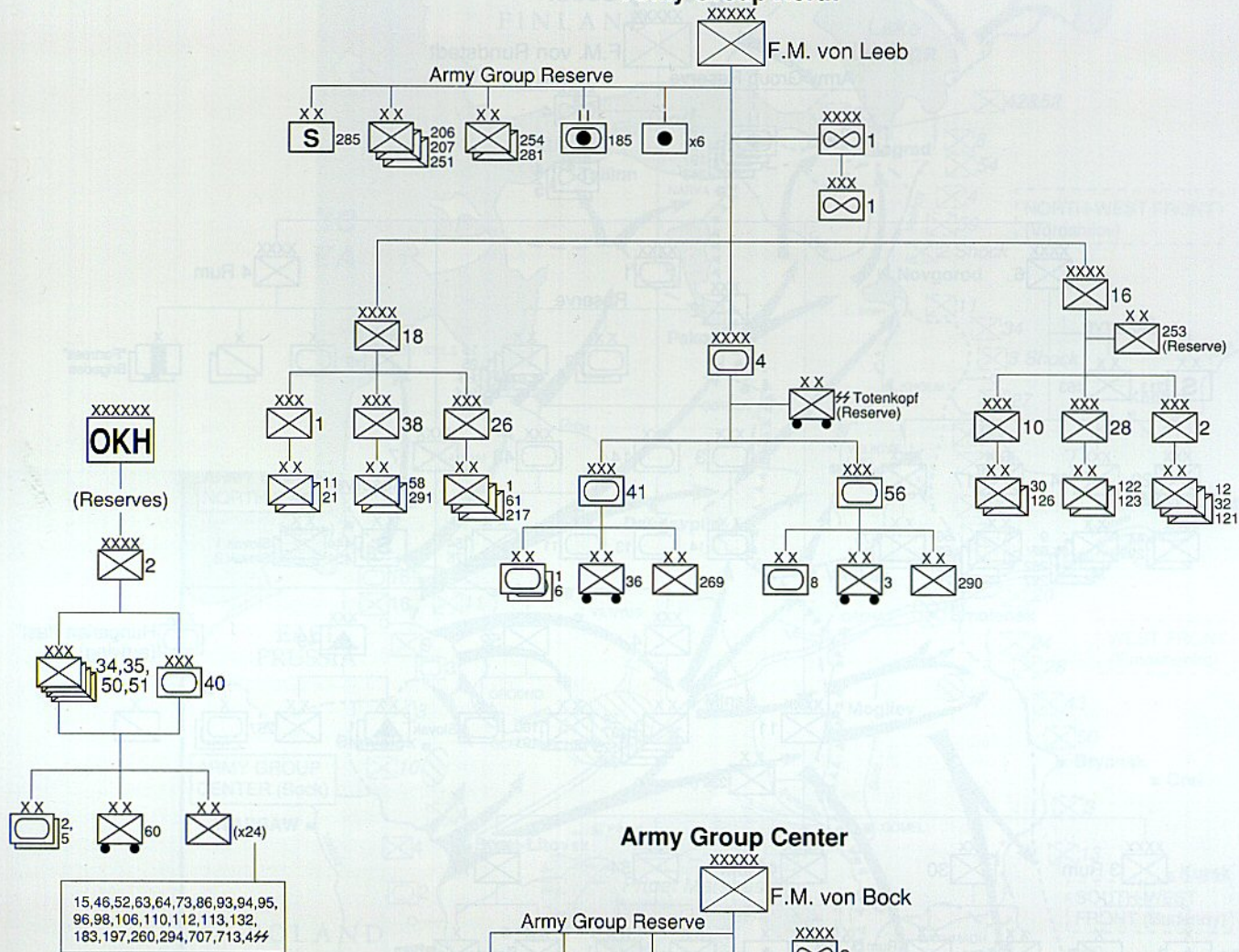
tions" (that is, for being there), and served at a glance as a kind of individual military record of the person sporting it.

The shields were stamped out of sheet metal and affixed to a cloth backing by metal talons. That backing was the same material type and color as the uniform of the particular service the recipient was in, thus enabling the whole assembly to be sewn right on the left sleeve of the shirt or greatcoat.

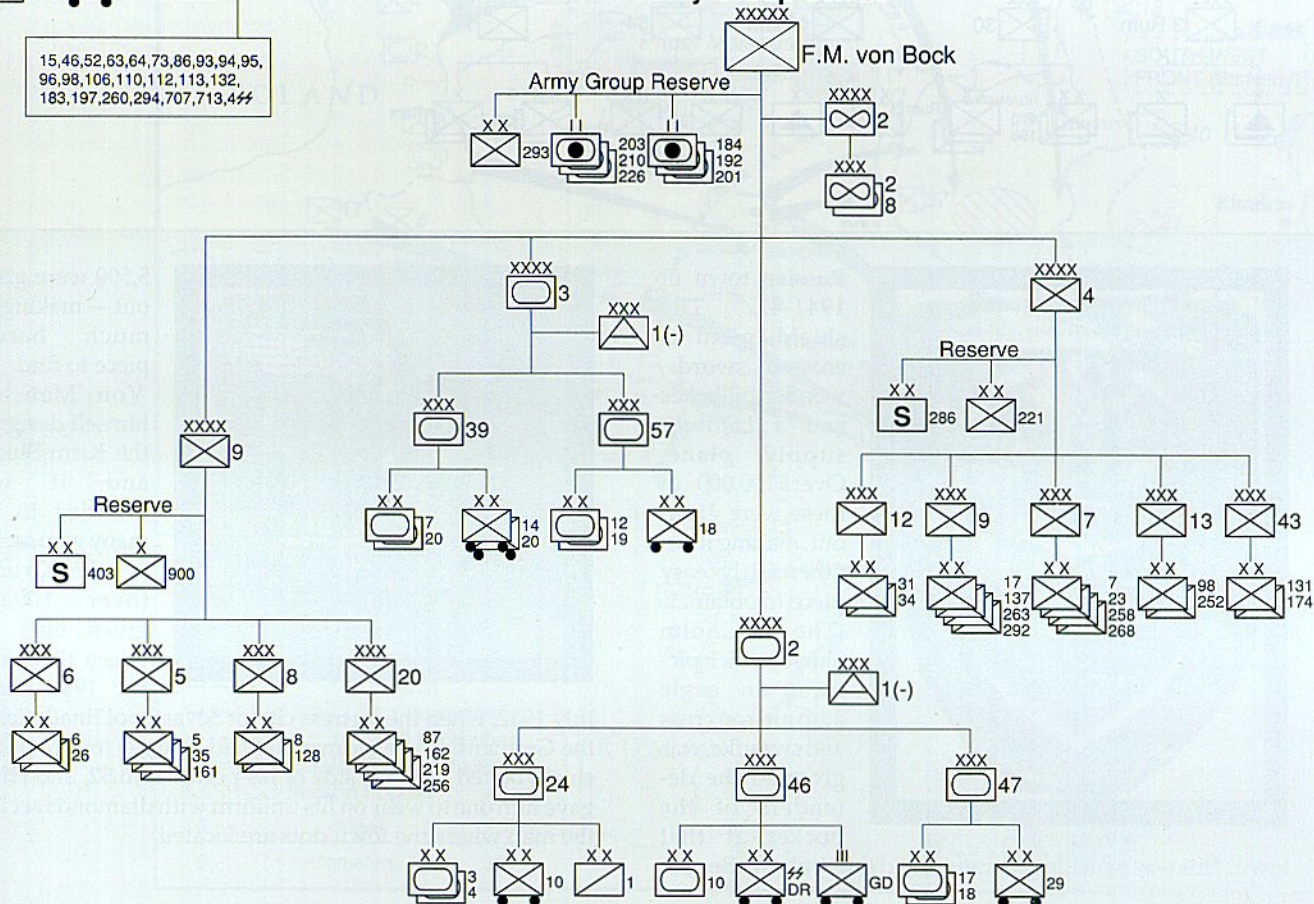
The Demyansk Shield was awarded to those, primarily in the 2nd Corps, who participated in the defense of that cut off

(Continued on page 16)

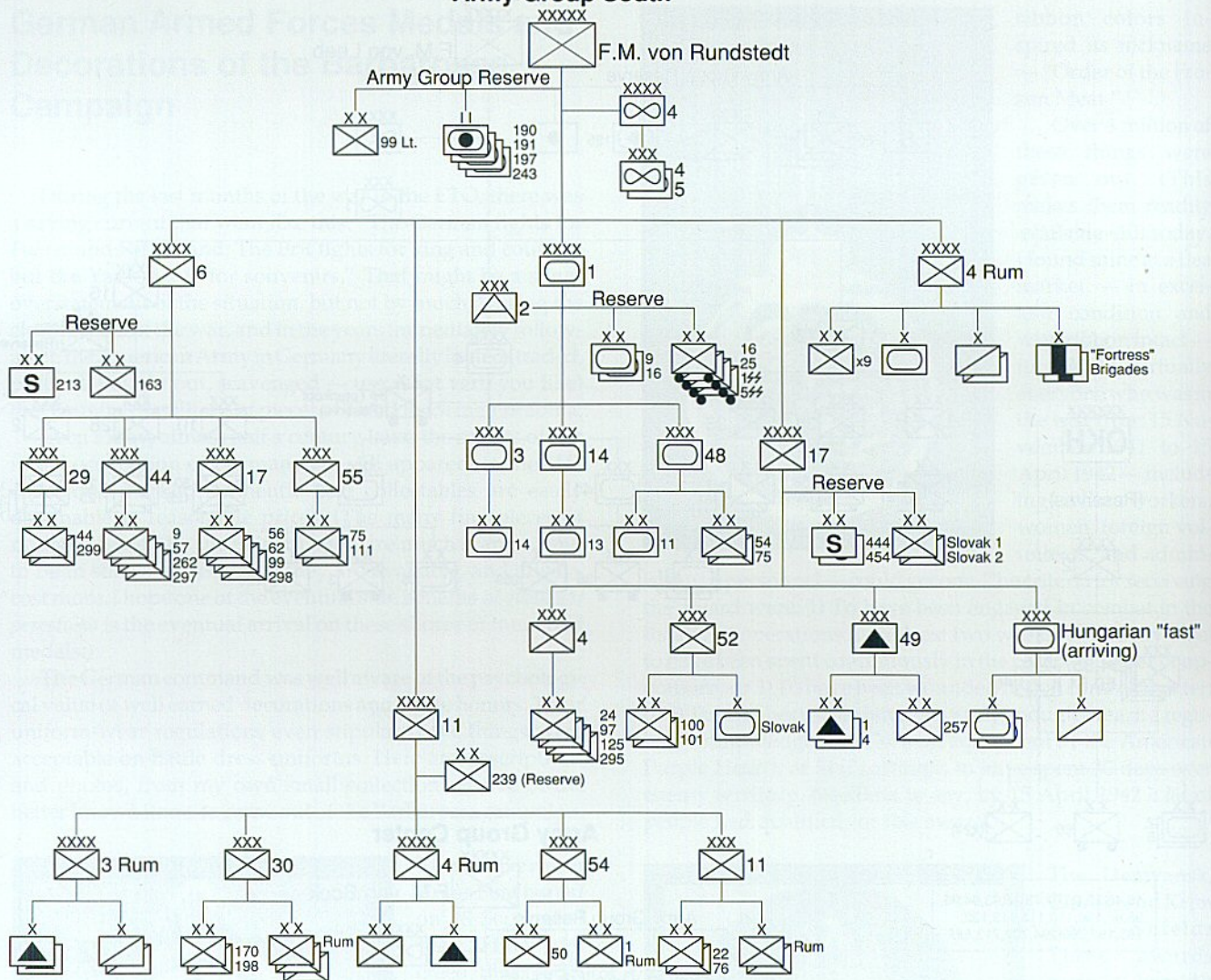
Army Group North



Army Group Center

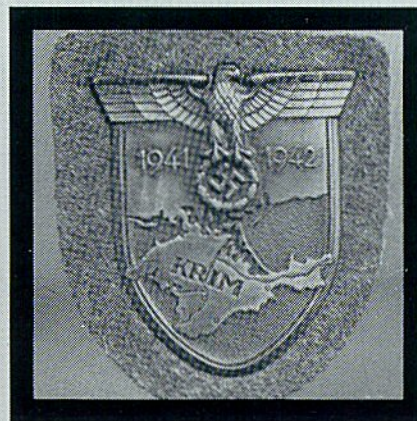


Army Group South



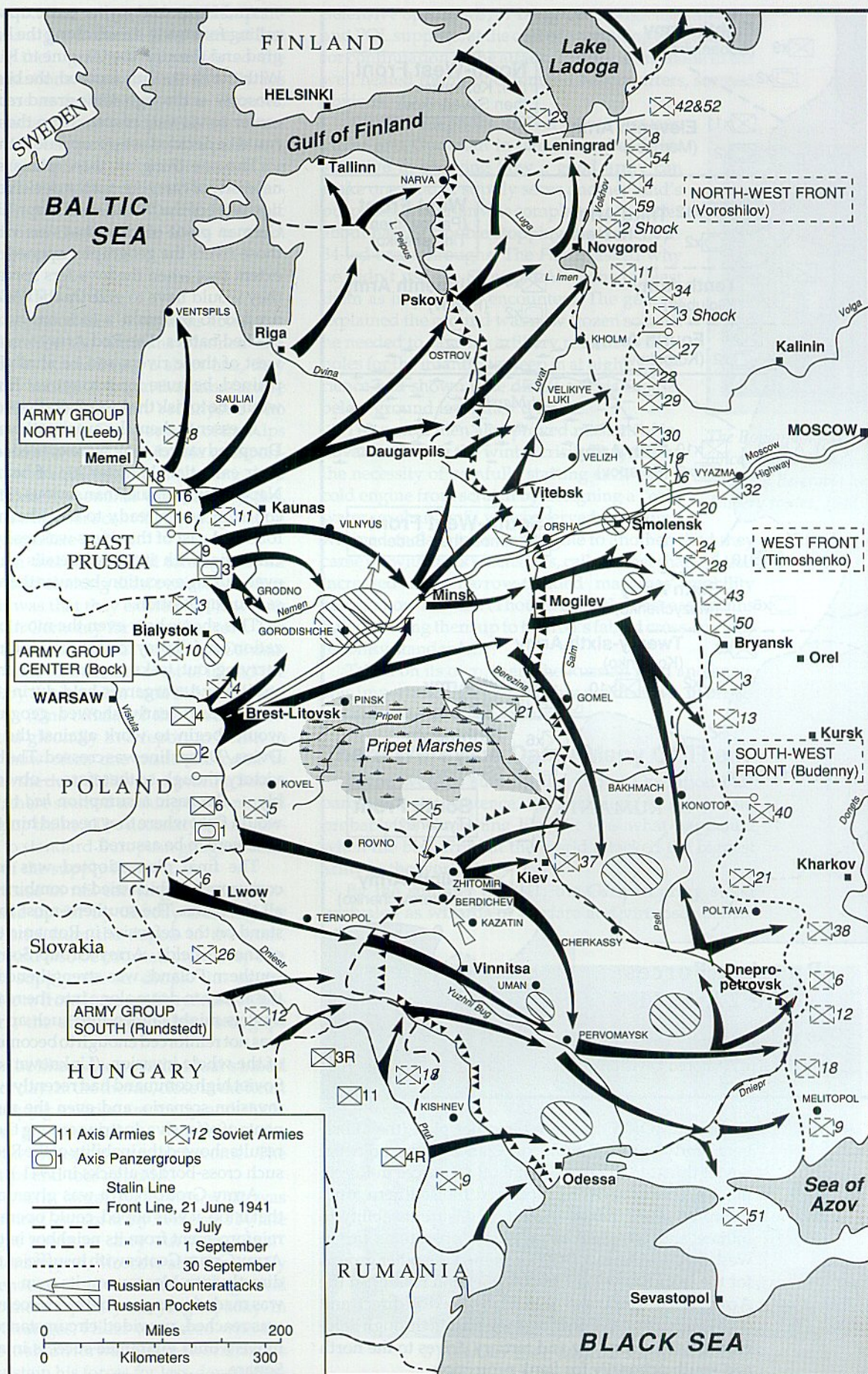
town. This was a smaller operation, and thus only a little over

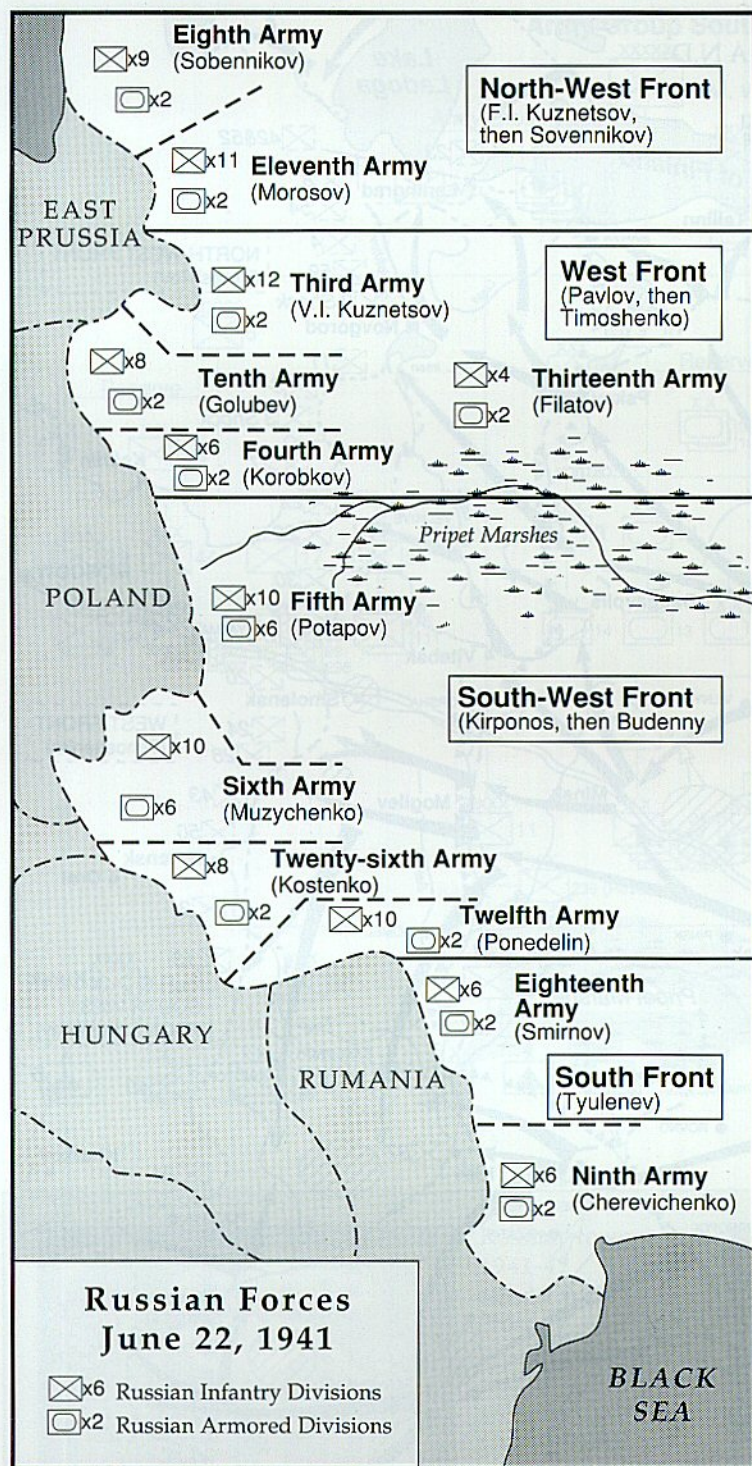
Russian town in 1941-42. The shield pictures crossed swords, wooden pillboxes and a *Luftwaffe* supply plane. Over 100,000 of these were given out, making it another fairly easy piece to obtain. The Cholm Shield, which pictures an eagle atop an iron cross and swastika, was given to the defenders of the pocket at that



July 1942, when the fortress city of Sevastapol finally fell to the Germans. The Fieldmarshal had a larger replica of this shield bolted onto the side of his personal Ju.52, and Hitler gave him one to wear on his uniform with diamonds set into the map where the town dots are located.

5,500 were given out—making it a much harder piece to find. Von Manstein himself designed the Krim Shield, and it was awarded to the many who served in the Crimea (over 100,000 given out) between 21 September 1941 and 4





Command (OKW) prepared another plan (the "Lossberg study"), which took cognizance of the potential Soviet threat to the Reich's vital oil resources in Romania. This plan therefore stipulated the southern army group be strengthened enough to ensure its ability to initiate and complete large pincer operations in the western Ukraine, before it, too, joined the other groups for the grand drive on Moscow. General Halder, at the Army High Command (OKH), wanted a direct and overwhelming drive on Moscow, straight through Belorussia, with secondary and tertiary drives to the north and south primarily for flank protection.

And Hitler had earlier come up with his own vision calling for strong drives along the Baltic coast to Leningrad and through the Ukraine to Kiev and the Crimea. With the flanks thus secured, the best way to dispose of Moscow — through some grand reconcentration in the center or via vast pincers from the north and south — could be decided as appropriate at the time of execution.

The one thing all these plans agreed on was the necessity of carrying out the decisive battles of annihilation west of the Dvina and Dnepr River lines. From the German point of view that was vital because beyond those rivers the geography opened, fan like, to such an extent that when the invaders spread out to occupy it, they would have to give up the concentrations of force needed to maintain a lock on victory in any further pitched battles. The Red Army would obligingly stand west of those rivers and be annihilated, the plans explained, because for it to retreat further east than that would be to risk the loss of vitally productive heartland.

In essence then, the exact pathways the post Dvina / Dnepr advances took were of secondary importance to their essential characteristic of being more like grand Napoleonic pursuits than serious combats. The enemy's cohesion was already to have been smashed — what followed east of the rivers was really hoped to be post-climactic, with its exact details variable and flexible even during execution, because there would be no more serious opposition.

This shows how even the most professional organization can fall prey to wishful thinking when forced into carrying out tasks beyond their means. The various studies and wargames held during Barbarossa's planning phase clearly showed geography and logistics would begin to work against the invaders once the Dvina / Dnepr line was crossed. The boss still demanded victory, though, so therefore — obviously and inescapably — the basic assumption *had* to be that the enemy would fight where they needed him to if the big German win were to be assured.

The final plan adopted was really an awkward compromise which tried to combine the best features of all the plans. The southern-most forces would at first stand on the defensive in Romania to ensure the safety of the oil fields. Army Group South, springing from southern Poland, was strengthened enough to give it the ability to drive alone into the rear of any armies the Soviets might launch into such an oil offensive, yet it was not reinforced enough to become the primary driver of the whole invasion. (Unknown to the Germans, the Soviet high command had recently wargamed out an oil invasion scenario, and even the most zealous proponents of offensive doctrine among them had to admit the results showed the inability of the Red Army to carry out such cross-border attacks in 1941.)

Army Group North was given enough strength so that it too, it was hoped, could operate without needing reinforcement from its neighbor in the center. That left Army Group Center with insufficient resources to smash directly into Moscow on its own — though provision was made for its possible reinforcement once Smolensk was reached, provided circumstances indicated such a move would guarantee success in a quick *blitz* to Red Square.

If all this seems muddled — it is. The German planners knew there was a good chance they were at last truly over-reaching their grasp. And yet, or so the countering rationalizations went, hadn't that always seemed to be the case so far? The previous victories, though looking like acts of clockwork precision in retrospect, had actually all been carried out in improvised, chaotic and unsure fashion. And yet victory had in the end come to the bold — not the over-cautious. In war-gamer parlance, then, the kernel of German strategic thinking for Barbarossa finally came down to them counting on "rolling a one."

It Was Too Damn Cold

One of the often-repeated misconceptions about this campaign is that because the Germans planned and counted on the war in Russia being a short one, they didn't take steps early enough to begin the manufacture of needed winter uniforms and gear. Yet anyone who has spent a winter anywhere in Europe north of the Alps knows an army doesn't have to go to Russia to experience a need for seasonal equipment and clothing. And Martin Van Creveld, in his seminal work on logistics, *Supplying War*, offers a far more convincing explanation of the German dilemma late in 1941.

It wasn't so much that the needed tonnages of all kinds of equipment and clothing didn't exist as the first frosts came on, as it was that they existed in the wrong places — at depots in Germany far from the front. The transportation infrastructure east of the Russo-German border was less developed than that west of it, and the destruction caused by the invasion itself did nothing to improve its capacity. (One official of the German railroad authority noted gloomily in a report to Berlin in August no matter how often one made the point to combat troops about the desirability of capturing Soviet rolling stock intact, there seemed nothing they enjoyed more than shooting up trains.) The necessity of converting the Soviet rails to standard European gauge caused still more slowing of the supply flow.

At first the decrease in rail carrying capacity eastward could be made up for by directly trucking (or wagoning) the materiel from the depots to the front. And the *Luftwaffe* could also be counted on to keep key spearhead units in supply via air drops. But as the distance from border to front increased beyond the 300-400 kilometer mark, the efficiency of those stopgaps rapidly fell off.

The situation can be likened to an individual's blood flow on a cold winter day. In the thorax, close to the heart itself, the blood-carrying arteries are many and thick. But the further one goes toward the extremities, the scarcer and finer the transport arteries become. The result is the fingertips and toes get cold.

And that, on a vastly larger scale, was what was happening to the entire German army in the east by late October, as they got ready to carry out their "final" offensives before Leningrad, Moscow and Rostov. By then they were far enough out from the *Reich's* logistical heart to be down to mere capillary carrying capacity. In terms of movable tonnages, Hitler was faced with the choice of being able to shunt forward enough of all kinds of supply to fully sustain his forces for less-demanding

defensive operations, or bring up enough ammunition and POL supplies, at the cost of everything else, to allow for continuation of the attack. The decision, made in the well heated rooms of command headquarters, seemed obvious.

A radio telephone conversation between Hitler and Guderian in late December is instructive in showing how a good army can make one kind of supply serve another kind's purposes. Guderian was complaining to Hitler about having trouble stopping the Soviets' T-34-led breakthroughs. The *Fuhrer* asked why he didn't use the 88mm FLAK guns to blast them as in previous encounters. The general explained the ground was now frozen so hard he needed to save his artillery rounds to blast holes for the infantry to sleep in at night. Experience had shown if he didn't get his *Landser* below ground level they'd freeze.

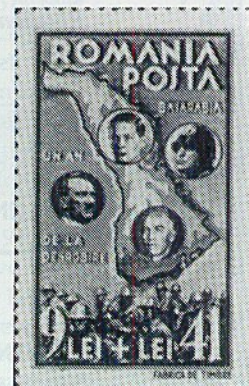
The *panzer* men also proved masters of innovation during the winter crisis. They got by the necessity of painfully starting each tank's cold engine from scratch by designing a "cold water exchanger," which served to pump warmed coolant from one engine to another. And they came up with track extensions, called "east chains," that increased their narrow-treaded machines' mobility across snow and ice. (Though even the best east chains failed to bring them up to the T34's fabled cross-country mobility standards.)

Taken on its own, then, the Russian mud and snow was important, though probably not decisive, in bringing about the German failure.

There Were Too Damn Many Of Them

If you were to sum up the nub of Operation Barbarossa in one sentence, the best thing to say would probably be something like, "It was what happened when the best army in the world attacked the biggest army in the world."

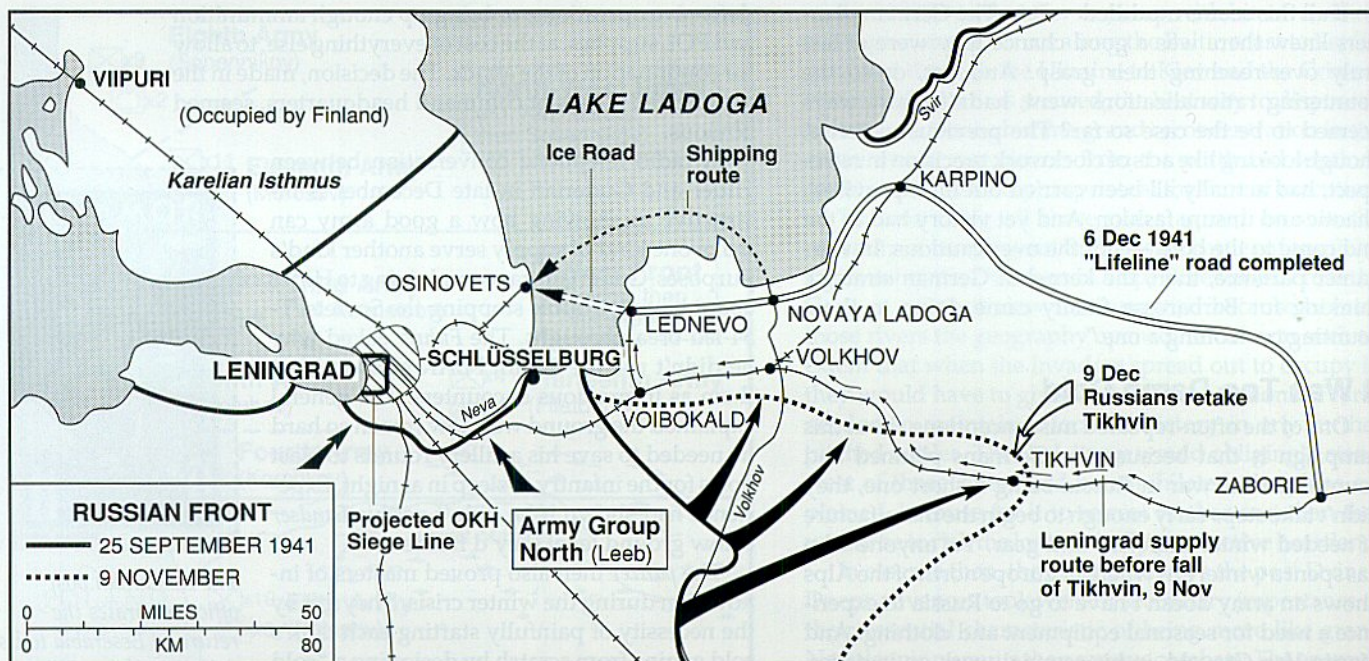
By the summer of 1941, the German army stood unrivaled as wizards of warfare and virtuosos of vio-



The Romanian post office celebrates the return of Bessarabia to its delivery routes, 1941.



6 December 1941: Moscow's suburbs in the range finder. Thus far, but no further.



lence. They were thoroughly practiced in the most advanced tactical doctrine in the world, and that, coupled with bold strategic planning at the top, had honed them into a — so far — unstoppable instrument for the carrying out of their government's policies everywhere in Europe, from the arctic to the Mediterranean, that tank treads could reach.



A panzer III rolls forward in this wartime German stamp.

Beyond the day-to-day motivation of fighting well so as not to let down his buddies (*Waffenbrudern*), the German soldiers were also steeped in, what seemed to them, the great historic justice of their cause. That is, English language sources often make the point Hitler used the unfairness of the Versailles Treaty as a propaganda weapon around which he could rally his countrymen and obtain their support for all kinds of aggression. That's true as far as it goes, but it doesn't really go very far.

To the Germans of the post World War I era, Versailles, as loathsome as it was, was really no more than the tip of a great historic iceberg of injustices, indignities and horrors that the accident of geography had placed upon them. Located in the center of the continent in such a way that any European nations making war would virtually have to go through Germany to do it, the *Vaterland* had for over 500 years served as the cockpit of Europe. That era — or so the founding of the Third Reich seemed to promise — was now at an end, and the German soldiery were well aware and proud of their role in that process.

The job of conquering Russia would be a big one — the biggest one — they knew, but if they couldn't do it who could? Indeed.

The Soviets, too, knew they were no real match for the Germans in any kind of even-up fight. In January, 1941, shortly after a general staff wargame was held in

Moscow pitting the Red Army against the Germans, and which resulted in the Russians getting clobbered, the then Chief of Staff, General K.A. Mertskov (who'd played the Soviets versus Zhukov as the German), ranted the results couldn't be taken seriously. He claimed the game didn't reflect the true "qualitative superiorities" of the Red rifle divisions over the enemy. Stalin shut him up by saying such bragging was "the stuff for agitators, not realists."

But, of course, the decisive factor in the real war was the Russians didn't have to fight on anything like even-up terms. They used the advantages their country's size and climate gave them, coupled with their numeric superiority — the USSR had twice as many men as the Germans in its service-age manpower pool — to simply outlast and then repel the invaders. What they lacked in tactical sophistication, they more than made up for in firepower and grim tenacity.

Then, too, the typical Soviet soldier also had his own source of deeper motivation. Though it seems hard to believe today, at the end of the decade during which we've seen the Soviet system come to be broadly regarded — even by the Soviets themselves — as the "Bag Lady" of the political world, in 1941 there was still a lot of belief that the USSR was germinating the world's glorious and socialist future within its borders. And when that kind of revolutionary romanticism flagged, there was still good old fashioned Russian patriotism and traditional stoic heroism to draw on.

And, most important of all, when even patriotism and traditional heroism failed, there was the simple fact the Soviet armed forces and populace lacked any real alternative to resistance, much as they may have liked to find one. A few months into the invasion, Fieldmarshal von Rundstedt, commander of Army Group South, remarked to Hitler his intelligence staffers figured about 2.5 million Ukrainians alone could be got to bear arms for the *Reich* if they were treated decently. The *Führer*



"Mechanized Assault," 1941, Soviet style.

curtly dismissed that idea by stating he had "not invaded the east to give rifles to the Slavs." In fact, he had invaded it to kill them — if not all of them right away, at least enough (30 million by Goering's estimate) to make for rapid clearing of the place for Germanic colonization.

The Germans unleashed a frenzied slaughter in the east — of Red leaders, soldiers, POWs, civilians, intelligentsia and "racial undesirables" alike — that soon even the most politically apathetic, unpatriotic and anti-stoical Soviet soldier had an excellent reason to go on fighting to the bitterest of ends — revenge. Revenge for massacred family and destroyed homes, murdered friends and raped sweethearts. Revenge for the hell of it, and revenge for the satisfaction of it.

Even just a cursory study of the idiotic, evil and self-defeating murderous policies the German armed forces and occupation administrations carried out in the east leaves you breathless in disbelief. The Germans call what happened to them in 1944-45 the *Niederschlagen* — literally, "the beating into the ground" of them and their country. Taken in perspective, though, the fact there are any Germans at all left alive today can probably serve as proof the Russians are at heart a compassionate people.

As a contemporary historic counterpoint, take the dual A-bombing of Japan. All they did to earn that was carry out a surprise attack on one American naval base in an outlying territory. The imagination is staggered to guess what might have befallen them had they invaded our mainland, killed 25 million of us, and destroyed much of our country in the process.

Of all the factors the Germans had the power to manipulate, it was undoubtedly their racism that doomed them. They gave their eastern opponents no real alternative to death or, at best, slavery.

Finally, there is one misconception about the campaign the old man in the Munich subway didn't deal with in his summary lecture. Much has been said in our historical literature about how Hitler was correct in insisting on a no-retreat policy before Moscow once the Soviets began their counterattack in earnest. To have given in to the generals and ordered a retreat would've

proven disastrous, or so this line of reasoning goes, since the hitherto all-offensive oriented *Wehrmacht* would've been unable to make a smooth psychological switch to retreat-mode. The idea seems to be that once told to skeedaddle, the German army would simply have fallen apart and never been able to reform again.

Not only does that argument lack any logic of its own, but numerous examples from later in the war, when German armies far more shot up than the ones before Moscow in 1941 did carry out retreats and survive to go on fighting again, completely belie it.

My study leads me to believe had Hitler ordered a retreat in 1941, and even had a worst-case collapse of the front resulted from it, his Thousand Year *Reich* still would've had its sur-

vivability enhanced by the experience. As the *Wehrmacht* fell back westward, those same logistical constraints that tripped up the Germans would've begun operating against the Soviets. Again, taking performances from later in the war as a measure, the very best line the Soviets could've been expected to reach by spring was Riga-Minsk-Odessa.

And what if the next year's campaigning season arrived with the much chastened Germans hunkered down on that line — the line they were not beaten back to historically until mid-1944? We'll never know for sure, but my guess is Hitler — just as he shut down the nascent Sealion operation when the *Luftwaffe* disappointed him — would have looked for an out. From his new line he could no longer kid himself an offensive solution was even remotely possible in the east. He might then have gone for a treaty or at least a rationalized and reserve-backed eastern defensive policy.

Imagine, then, the task before the Allies when all those hundreds of thousands of troops and thousands of tanks lost in the east from 1942-44 were instead available for the defense of *Festung Europa* or even Mediterranean excursions. (As late as November, 1943, Eisenhower feared the Germans might go over to such a strategy in the east and thus create for themselves an undefeatably strong reserve.)

And so, as I warned you part way into this article, the old man in Munich had indeed gained, through personal experience, a succinct understanding of the broad historical factors at work in Russia during the campaign of 1941. It was probably Fieldmarshal Montgomery, though, who capsulized the whole thing best when, at a press conference shortly after V-E Day, he was asked what new additions to the science of warfare had been generated by World War II. He answered that there were two such laws given certification by the war: "One — never invade China, and two — never invade Russia." ■



Marshal Zhukov gets his stamp, belatedly, in 1976.

WRITE FOR *COMMAND*!

Command is only made possible by written contributions from you, our eclectic and astute readership. So here's the dope: we pay 4 cents per word within 30 days of the article's receipt at our offices (either that or you get it back with request for revisions or you get a rejection slip).

Articles can deal with *any facet* of military history or current military affairs. If you'd like to be absolutely sure we've an interest in some project you'd like to work on, write us a letter of inquiry before you start. The work can be of any length from 2,000 words on up to near infinity — though pieces longer than 8,000 or so words will probably be broken up and published in two or more issues. (*And I will not accept such long articles piecemeal—I must have the whole thing in my hands before part one sees print!*)

Pieces less than 2,000 words more properly belong in the *Short Rounds* column — please label them as such.

This is a magazine of popular—not scholarly—history. That means we don't do foot or end notes; what you want to say must all be said in the text itself. (Though you can and should feel free to make use of the "sidebar" technique to explore tangential stuff.) Bibliographies are fine, but they will be the first thing we'll cut if we absolutely need the space.

In terms of overall style, I'll say no more than that I am open to a wide variety of approaches to composition and structure. For my own purposes, I always try to align myself with Strunk and White's *The Elements of Style* and *The Associated Press Stylebook and Libel Manual*. Both those books are available through any good mall or campus bookstore. I highly recommend them to anyone who'd like to get on board here.

More particularly, you should be aware the only things the readership like more than sidebars are T.O.&E. diagrams, maps, and tabled or graphed numeric data. We can accept those things from you in photocopy formats or even just clean black ink drawings. As for photographs, we can generate our print copy from either black and white or color positives, and we will return the originals to you undamaged.

One cautionary about quotations. In scholarly history, it's quite proper to use long quotations from secondary works—not so here. The readership seems to find it pretty boring. They depend on you to do all the research reading beforehand, and then present your findings in your own words. Quotations from or about primary sources are fine. That is, for you to write, "Napoleon once said, 'Gawd, Ney, but I love chutney! Be a good chap and hand me that jar!'" is fine. But don't do things like, "Professor Smith, in his

classic work, *Napoleon and his Chutney*, wrote, 'Napoleon was a true connoisseur of chutney, and would often pester his dinner companions to keep the jar near him at the table at all times, blah, blah, blah, and so on and so forth for line after line.' " O.K.? Got it?

What you submit should be typed or electronically printed, double-spaced, with a 65-space line. We use Macintosh computers to put this magazine together, so we can also accept material on any discs compatible with them. (We've also got a phone modem, so if you do, too, give us a call and we'll arrange a transfer time.) Always keep a copy of everything you submit to us. If you want your manuscript returned, please include a SASE with proper return postage already affixed. (We'll return discs free of charge, for all the work you save us.)

Right now I'm shopping around for writers who'd like to work up 4,000 to 8,000 word pieces on the following topics. Write to me asking if a particular assignment is still open before you start. (This is *not* an all-inclusive want list—if you're hot to do something that's not on here, chances are I'll be interested, too. Again, write and ask.)

A Brief History of Military Decorations; The Romanian Armed Forces in World War II; The Hungarian Armed Forces in World War II; An Unofficial Chronicle of Recreational Drug Use by Soldiers Throughout History; The Foreign S.S. in World War II; A Short History of Aircraft Carriers at War Since 1945; The Iowa Class Battleships Today; Yugoslavia and the Balkans Today; The Potential for Conflict in the Post-Warsaw Pact World; Current Israeli Defense Force Organization and Doctrine; German and Japanese Secret Weapons Development in World War II; Allied Secret Weapons Development in World War II; The Tank Battle at Lang Vei; American Secret Weapons Development Today; Soviet Secret Weapons Development Today; The Cambodian Wars, 1968 to Present; Organization and Doctrine of the U.S. Army in the Trans-Mississippi West, 1865-98; Rise and Fall of the Assyrian Empire; Evolution of the Byzantine Army, 476-1453 A.D.; The Personalities and Politics Behind the Founding of the Bundeswehr; Marine Corps Manual FMFM-1: Warmed Over Blitzkrieg with Hovercraft or New Doctrine?; The U.S. Marine Corps Reading List—An Annotated Guide; The Third Reich and the Occult; German Operations in Antarctica, 1932-45; T.O.&E. analyses of practically any significant army or units in military history. That should be enough to get you started. No book, movie, game or video reviews, please.

Command Magazine
P.O. Box 4017
San Luis Obispo, CA 93403

BLITZKRIEG 1941

The German Invasion of Russia

If this is your first wargame, read this box first.

Do *not* try to memorize these rules! No one does that. Wargame rules are, as much as humanly possible, written to create a game system that simulates military realities. Therefore you'll find as you play the game, things flow along according to a certain real-world kind of rhythm. Read the rules through in their entirety before you even punch out the playing pieces. Then, after a few games, that rhythm will become second nature to you, and you'll no longer need to keep referring to them as you play. Until then, though, keep the rules handy; look particulars up when you need to, and use a pen or highlighter to make notes and reminders to yourself at places that give you trouble.

Rules are numbered sequentially and decimally to help you refer back and find particular cases. For example, section 5 deals with the overall problem of supply. So all rules that begin with 5 (such as 5.1, 5.2, etc.,) deal with some particulars about supply.

The individual rule cases marked with this symbol — § — before its number are, taken together, the "beginners' rules." Your first time through, we suggest you read and play with only the rules marked that way. They won't give you the full historic or competitive experience playing with all the rules will, but they'll ease you into that rhythm and make your transition into the full game much easier later on.

§1.0 INTRODUCTION

Blitzkrieg '41: The First Year of the Russo-German War, is a two-player strategic level simulation of the German invasion of the Soviet Union. This campaign holds the distinction of being the largest single land war (in terms of manpower) ever fought. Millions of men were engaged on a front over 1,500 miles long.

The game is at first characterized by a relentless and brutal drive eastward by the German army. The player commanding that side must try to gain his victory quickly, by seizing key Soviet cities and destroying hordes of Red army units, before the coming of the frigid winter and the inevitable counterattack.

The Soviet commander must first use all his wits and every strength he possesses just to survive the summer and blunt the mechanized mayhem of the panzers. Later, as winter slows the Germans further and supply and attrition complete the weakening process, he must launch his forces into a drive aimed at recapturing as much territory and killing as many of the fascist invaders as possible.

Blitz'41 is actually the second part of a tetralogy of games, all sharing much the same system and all concerned with World War II's eastern front. The first installment, a mini-game entitled *The Tigers Are Burning*, was published earlier by 3W, Inc. The third and fourth parts, titled *Sunrise of Victory: 1942-43 on the Eastern Front* and *Forgotten Soldiers: The Last Year of the Russo-German War*, will both appear in later issues of this magazine.

Each hexagon on the map equals 45

CREDITS

Design: Ty Bomba

Development: Dirk Blennemann, Ulrich Blennemann, Thomas Scheben

Playtesters: Dirk Dahmann, Larry Hoffman, Rainer Mattern, Karlheinz Müller, Christopher Perello, Michael Rinke, Jay Schamus, Roland Schediwy, Ulf Schuittker, Ben Volmert

Map: David Fuller

Counters and Production: Larry Hoffman

Dedication: For the junior-enlisted serving in the ranks of the U.S. Military around the world. Never have so many been so spiritlessly led, for so long, toward no good end, by such a bunch of ticket punchers. Keep countin' 'em down, boys, keep countin' 'em down!

BLITZKRIEG '41

TABLE OF CONTENTS

- 1.0 Introduction
- 2.0 Game Components
- 3.0 Set Up and Hex Control
- 4.0 The Turn Sequence
- 5.0 Supply
- 6.0 Replacements, Reinforcements and Special Units
- 7.0 The R.V.G.K.
- 8.0 Stacking
- 9.0 Weather and Terrain Effects
- 10.0 Sea Movement
- 11.0 Romanian, Italian and Hungarian Units
- 12.0 Regular Movement and Mobile Assaults
- 13.0 The Fog of War
- 14.0 Prepared Assaults and Combat Results
- 15.0 Winning the Game

COMMAND MAGAZINE 23

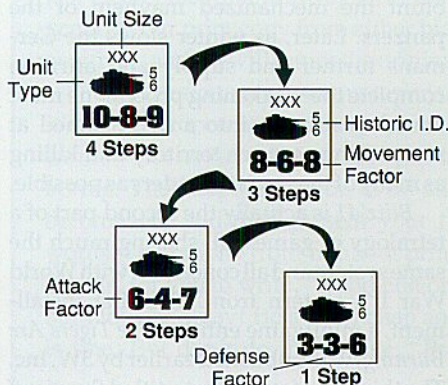
miles/73 kilometers from side to opposite side. For most of the game, each turn equals one month of real time; however, during the faster paced summer months, turns equal periods of two to three weeks. Natural terrain and manmade constructions have had to be altered slightly from their real world configurations to make them correspond to the hex grid of the map. Players will find, though, the relationships among the various terrain types are, from hex to hex, accurate to the degree necessary to present them with the same space-time dilemmas faced by their historic counterparts.

This is a game of "low to medium" complexity. If you're new to the hobby, you can learn to play it on your own, especially if you use the beginners' rules for your first run-through. Over the years, most have found by far the easiest way to learn wargaming is to have an older hand teach it to you — and we highly recommend that approach if anyone like that is available to you.

2.0 GAME COMPONENTS

§2.1 The 200 die-cut unit counters included with the game should be carefully punched out and sorted by side and type after you've read through the rules the first time. Unit density may get quite high on some areas of the map, so I suggest trimming off their dog ears with a fingernail clipper. That will ease handling and stacking, and impress your opponents with your professionalism and samurai-like determination.

§2.2 A sample unit:



This unit is the German (There's nothing printed on it that tells you it's German; you tell that by its color. See rule 2.6 below.) 56th Panzer Corps. The fact it's blank in its

upper left corner means it starts the game already on the board. (Units with a number or symbol in their upper left come into play only after the game has started.)

The 56th, in common with many other units in the game, has four levels of strength (each level is called a "step"), represented by two units, printed on both sides. Only one piece for any one unit is ever in play at any one time. That is, there will *never* be a time when there are two counters on the map bearing the 56 identification. The 56th starts the game at its full, four-step, strength (10-8-9), and is reduced in strength (first by flipping it over to its 8-6-8 size, then by substituting the second counter with its 6-4-7 side up, then, last, by flipping it over to its 3-3-6 side) step by step until its final destruction occurs after losing four steps. (Losses are suffered due to adverse combat results, explained later.)

2.3 A unit's historical organizational size is denoted by the symbol along its top edge. These symbols are:

XXXX=Army

XXX=Corps

[] A bracket atop a unit's size symbol means it was an *ad hoc* unit put together outside the bounds of that side's normal organization tables, probably just to meet some sudden or emergency purpose.

Typically, a German corps-sized unit in this campaign had between 40,000 and 70,000 men (if infantry) and between 200 and 400 tanks (if *panzer*). Soviet armies averaged between 150,000 and 200,000 men (along with a completely variable number of tanks), while their mechanized corps had about 10,000 men and 240 tanks.

§2.4 All units in the game that have Movement Factors printed on them are considered to belong to one of two basic categories: Mechanized or Straight Leg (also called Non-Mechanized).

Mechanized units are those formations whose primary means of locomotion is provided by wheeled or tracked motor-driven vehicles. Straight Leg outfits are those that depend on the legs of men or beasts to move around the battlefield.

Mechanized Units:

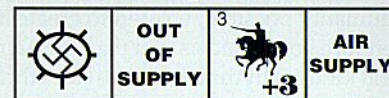
- German Panzer (showing the silhouette of a Mk III model tank)
- Italian Motorized Infantry
- Hungarian Fast Corps
- BT-7 KV-1 T-34 - Soviet Mechanized Corps and their Front Mobile Group.

Those four units showing T-34 symbols actually were equipped with those excellent machines.

Straight Leg Units:

- Infantry
- Mountain Infantry
- Shock Infantry (Regular infantry heavily reinforced with artillery)
- Naval Infantry
- Paratroop (Airborne) Infantry
- Militia Infantry
- Partisans
- Fortress Infantry

A few other counters in the game represent air-dropped supplies, "hedgehogs" (German all-around defensive posture in towns), Soviet cavalry raids, and reminders of being in the "cut off" supply state (not used in the beginners' rules).



§2.5 Some units, just to the left of their unit-type symbol, carry abbreviations indicating their nationality:

H-Hungarian
I-Italian
R-Romanian

} All belong to the German side in the game

Other abbreviations appearing on a few of the units (those identified by names rather than numbers) are: CSIR = Italian acronym for "Special Italian Corps, Russia;" and LPMA = Leningrad People's Militia Army; FMG = Front Mobile Group; Sch. = Schnell (Fast); OBG = Oranienbaum Bridgehead Group; C = Coastal Army.

§2.6 The counters are printed in different colors to make sorting them into their various national groups easier.

German Straight Leg Units — Black on Fieldgray

German Mechanized Units — White on Black

Romanian — Black on Green

Hungarian — Black on Light Blue

Italian — Black on Yellow

Soviet Non-mechanized — White on Red
Soviet Mechanized (and one-of-a-kind specialty units) — Red on White

In a normal two-player game, one player commands all the German, Romanian, Hungarian and Italian units, while the other commands all the Soviets. None of the units in this game can ever switch sides.

§2.7 Some units have a small number printed in their upper-left corners. That means rather than start the game already on the board and in-play, these units only become available for use at the start of the turn corresponding to that small number in their upper left corner. (For example, the German *40th Panzer Corps* doesn't become available for use until Game Turn 2, and the Soviet *59th Army* not until Game Turn 7. And one unit, the *OBG*, has an asterisk in its upper left; its significance is explained in rule 6.14).

§2.8 All German units have potentially four strength steps available to them. But look at the "German Units' Holding Boxes" printed beside the map. Note that several of the units have the numbers "2" or "3" printed in the upper-right corner of their holding box on that chart (not on the counter itself, just on its chart box). That means, if a number "2" is in the upper-right (as it is in the *13th Corps'* box) that unit starts play at its "two-step level." That would be with the factors 2-3-5 showing in the case of the *13th*. A "3" appearing there (as it does for the *47th Panzer Corps*) would mean it starts at its "three-step level." (That would be 8-6-8 for the *47th Panzer* or 3-4-5 for a regular infantry outfit.)

The Germans simply didn't have all the divisions necessary to fill out all their corps units to full strength. Just because a unit starts at less than full strength, however, does *not* mean it can't be built up beyond its starting level later in the game. (See section 6 on replacements.)

The majority of Soviet units have only one or two steps available to them. (And that means, of course, they've only got one unit representing them in the counter mix of the game.) Soviet *Mechanized Corps*, the *LPMA*, and the *OBG* all have only one step available to them, and their reverse sides are therefore blank. Twelve Soviet Armies (8, 9, 10, 11, 12, 19, 20, 21, 22, 1 Shock, 2 Shock, 3 Shock, 4 Shock) have three or four steps available to them. Those 13 units have holding boxes printed on the map in the "Soviet Units' Holding Boxes" area.

All Soviet units that start the game in play do so at their full (highest) values.

Players should use their holding boxes to store the second counter of three and four step units. This allows for easier retrieval when combat losses or replacements call for making the substitution.

§2.9 A unit's "Attack Factor" is a measure

of its relative ability to conduct offensive combat against enemy units.

§2.10 A unit's "Defense Factor" is a measure of its relative ability to stand on the defensive against the attacks of the enemy.

§2.11 A unit's "Movement Factor" is a measure of the relative speed (expressed in terms of clear terrain hexes enterable in dry weather) it can use to cross the map.

§2.12 In addition to the unit counters described above, the other components to a complete game of *Blitz '41* are the rules and play aids (which you're now reading), and the map. You'll need to provide your own six-sided die for resolving combat.

3.0 SET UP AND HEX CONTROL

§3.1 Players should first decide, by whatever method suits them, who will play which side.

§3.2 The units available to both players at the start of the game are set up according to the instructions given in the Units' Holding Boxes areas printed on the map sheet. (For instance, the Soviet *4th Parachute Corps* starts in hex K6 — that's Moscow — on the map.) Units with numbers or symbols printed in their upper-left corners appear later, if at all, and should be set off in some convenient side location for the time being.

§3.3 There are no "Zones of Control" in *Blitz '41* as there are in most other wargames. (If you don't know what a "Zone of Control" is, don't worry about it at all — just press on.) Therefore a player only controls those hexes on the map in which he actually has units positioned or through which his units were the last to pass. All land hexes on the map are *always* controlled by one side or the other (never both sides at once).

The control of an empty hex switches instantly from one side to the other as soon as a unit from the other side enters the hex. At the start of the game, the German player controls only those hexes west of the Soviet border, and the Soviet controls all to the east.

The concept of "control" is important for purposes of supply (but not in the beginners' rules), and judging victory, and will be explained more fully in later sections of the rules.

3.4 Important! If a unit(s) of either side is removed from play due to lack of supply, and the hex(es) the unit(s) died in is (are) completely surrounded by hexes controlled by the other side, then the opposing player need not actually pass his units through those vacated hexes to gain control of them. Control of such hexes switches automatically to the other side when the cut off units are removed.

4.0 THE TURN SEQUENCE

§4.1 All actions taken during a Game Turn of *Blitz '41* take place within the framework of two Player Turns, both of which are subdivided into smaller segments called "Phases." It is illegal to perform actions outside their proper sequence, and once a player completes a given Phase and has gone on to the next, he may not go back to perform some forgotten action unless his opponent graciously permits it.

§4.2 The complete Turn Sequence is given below in outline form. The rest of the rules are organized so as to explain things in the order they are encountered as you progress through the Turn Sequence.

After the outlined Turn Sequence, the whole thing is presented again in expanded form. Experienced players will find by merely referring to this expanded outline, they can pretty well keep up with the game without having to dig up specific rules.

§I. Soviet Player Turn

- A. Soviet Supply Phase
- §B. Soviet New Units Phase
- §C. Soviet Movement and Mobile Assault Phase
- §D. Soviet Prepared Assault Phase
- §E. Victory Check Phase (Starting only with Game Turn 3)

§II. The German Player Turn

- A. German Supply Phase
- §B. German New Units Phase
- §C. German Movement and Mobile Assault Phase
- §D. German Prepared Assault Phase

Important Note: There is no Victory Check Phase at the end of the German Player Turns.

Important Note Number 2: Though the Soviet player usually goes first in each Game Turn, on Game Turn One (LATE JUNE), play is not considered to have begun until the German Prepared Assault Phase. (So you just start in, forgoing all the

preceding stuff on Game Turn One, with German Prepared Assaults.)

Also on Game Turn One, German and Romanian units in Romania may not attack in any way. And during the Soviet Player Turn of Game Turn Two, those German and Romanian units in Romania have their defense factors doubled in strength.

Further, during Game Turn 11 (MARCH), play ends and the game is over at the conclusion of the Soviet Player Turn.

Expanded Turn Sequence

I. Soviet Player Turn

A. Soviet Supply Phase: The Soviet player may first place or remove the 0-0-1 Mobile Supply Unit if it is available. (You may *not* both place *and* remove the supply unit during the same Soviet Turn.) Then check the supply status of all Soviet units (only). All units with no complete supply line or one that is over four hexes long are judged "Out Of Supply" (O.O.S.). All Soviet units that were judged O.O.S. during last Game Turn's Soviet Supply Phase, *and* which are found to be O.O.S. again during this check, are removed from play at this time due to lack of supply. After removing the old O.O.S. units, mark the newly discovered O.O.S. units as such with the markers provided.

B. Soviet New Units Phase: Check the Turn Record Chart to see if new units become available (either appearing automatically or first needing to be filled out with replacement steps.) Units may go into and/or come out of the RVGK at this time. (The same unit may not both go into and come out of the RVGK during the same Soviet New Units Phase.)

C. Soviet Movement and Mobile Assault Phase: *Coastal Army* sea movement, paratrooper airdrop and partisan placement are possible at this time.

Only mechanized units can mobile assault (MA). For a stack of such units to be able to mobile assault together, they must have started this Phase already stacked together in the same hex. Air factors can support MAs. No MAs are allowed during Mud Weather or into Mountain hexes in any weather. Soviet mechanized units must absorb all combat results from MAs they launch as step losses. Other than that, there are no automatic combat penalties for MAs; only pay triple normal movement costs to enter the defender's hex where the assault it to be launched and take note of normal terrain

defensive benefits when calculating odds.

Soviet units starting this Phase in or next to an operating supply source have their full movement factor available. If one hex intervenes between them and their supply source, they suffer a -1 (minus one) reduction to their movement allowance; two hexes intervening means they suffer a -2 (minus two) reduction; three hexes yields a -3, and four hexes a -4. No Soviet unit may voluntarily move into a hex more than four intervening hexes away from the nearest operating supply source. Soviet units finding themselves in such hexes due to enemy actions may only move if each hex of the move brings them closer to an operating supply source. No movement allowance reduction takes place beyond the -4 penalty, no matter how far away the nearest supply source. Units are always guaranteed the ability to move from a land hex to one adjacent land hex, through a land (partial or full) hexside, no matter what the actual cost in points, by expending all the movement points they do have available.

D. Soviet Prepared Assault Phase: Combat is always voluntary. There are no Zones of Control in this game. Check Soviet units' "Combat Supply" status just before they launch their Prepared Assault. Soviet units trace supply to friendly controlled towns, cities or their Mobile Supply Unit. Those "Supply Sources," to be able to be used as such, must be able to trace a line of land hexes, empty of actual enemy units, off the east or south map edges. Soviet units in hexes with or next to their supply source have their full printed attack factor available for their assault. If there is one hex intervening between unit and source, the unit loses 10% of its attack factors. (Round remainders up on penalties to be subtracted. That is, 10% of an attack factor of 9 is 1, not 0.9.) If there are two hexes intervening between the Soviet attacking units and their supply source, the units lose 20%; three hexes means minus 30%; four means 40%. No reductions beyond 40% are made to attack factors, no matter what the intervening distances. No unit ever has its attack factor reduced to less than one due to supply.

Check the "Combat Supply" of German/Axis defenders before calculating odds. (But note, the German can declare his air supply at any time during the Game Turn.)

Soviet units making Prepared Assaults must always absorb at least the first increment of their combat result as a step loss;

the rest may be taken in hexes retreated. The maximum advance-after-combat for the Soviets is two movement points for mechanized and one movement point for non-mechanized. (You are always guaranteed the ability to occupy the defender's just-vacated hex, regardless of point cost.) Probing Attacks, into empty enemy controlled hexes are allowed with no odds calculation needed.

E. Soviet Victory (or Defeat) Check: Made at this point each turn, but only starting on Game Turn 3.

II. The German Player Turn

A. German/Axis Supply Phase: Check only German/Axis units' supply status. Announce if you will consolidate supply or use sea supply.

B. German/Axis New Units Phase: Same procedures as for the Soviet.

C. German/Axis Movement and Mobile Assault Phase: Same procedures as for the Soviet player, except the German has no RVGK or mobile supply unit and his mechanized assaulters need not take all their combat results as step losses. There is no German/Axis sea movement. RIH units never make MAs.

D. German/Axis Prepared Assault Phase: Same procedures as with the Soviet. RIH units may not attack unless at least one German unit is stacked with them and is attacking with them.

5.0 SUPPLY

5.1 The units of both sides require "supply" be provided to them in order to operate at their full, printed-on-the-counter, potentials for movement and combat. There are no actual unit counters in the game representing the quantities of materiel consumed (the Soviet mobile supply unit represents another *source* of supply, not consumable supplies themselves). Supply state for your units is determined abstractly, at the start of your Player Turn, *again* before movement and *again* before combat, by a process called "tracing supply."

5.2 The supply status of your own side's units (only!) is checked during the Supply Check Phase of your Player Turn. Supply must be checked for each individual unit or stack of units you have on the board. Supply is "checked" by "tracing" (generally, just in your mind's eye) a path of hexes — which *may* be enemy controlled

but *must* be empty of actual enemy units — from your unit to a hex containing a supply source.

Supply sources for the German side (and this includes the Romanian, Italian and Hungarian satellite units) are any hex to the west of the Soviet border. These hexes are called the “Zone of Military Operations” or simply, the “ZOMO.” Also, if Leningrad (hex B9) is German-controlled, German units sitting in it are fully supplied while in that hex.

Soviet supply sources are any city or town on the map which is Soviet-controlled at the instant of tracing and which can itself trace a path of hexes, empty of German/Axis units, to the east edge of the map. Once it becomes available, the Soviet may also use his mobile supply unit as a source of supply (in effect, it operates as a semi-mobile town or city for supply purposes) when it’s not in the RVGK box. It, too, must have an unblocked line of hexes to the east edge to function.

Soviet units may *not* trace their supply lines directly off the east edge of the map; they must always go through an on-board supply source, which in turn does the tracing off map.

And note the important distinction between legal supply lines and legal supply sources. A supply line *may* go through enemy controlled hexes empty of actual enemy units at the instant of tracing. A supply source, to be legally operable, must be one which is in a hex actually controlled by your side, and not just empty of enemy units, at the instant of the tracing to it.

Historical Note: Unlike many other games which forbid the tracing of supply through hexes controlled by the other player, even if they are empty hexes, that’s *not* the case here. At this scale such a rule would be historically inappropriate for this campaign. During these opening months of what eventually became a long war, the situation was universally more fluid and disorganized, for both sides, than it would ever be again during the fighting. Particularly during the summer, there were incidents of enemy supply columns crossing each others’ paths in what both presumed to be their own rear areas.

5.3 During the Soviet Supply Check Phase, Soviet units that are found to have no complete supply line at all or a line that contains more than four intervening hexes between the tracing unit and its supply

source are said to be “Out Of Supply” (or O.O.S.).

Immediately mark such units with one of the O.O.S. markers provided. If that same unit(s), no matter what myriad adventures it goes through during the coming Game Turn, is again found to be O.O.S. during the next *Soviet* (not German) Supply Check Phase, it is considered completely destroyed and removed from play due to lack of supply.

The Soviet player may *not* purposefully move any of his units into a hex where it is immediately obvious it’s entering an O.O.S. position. Further, Soviet units found to be O.O.S. may only move if each hex entered brings them closer to an operating supply source.

Soviet units in the R.V.G.K. Box are always in full supply. (Note: the *iron laws of economics* forbid us from including games in the magazine with more than 200 counters. That didn’t leave us, in the case of this game, with room to provide you many O.O.S. markers. In future issues, when we present games with smaller counter mixes, we’ll use the extras to provide you with generic marker units. Until then, you can either cannibalize markers from your other games or use pennies as substitutes.)

5.4 When the term “intervening hexes” is used in these rules, its meaning is just that. *Don’t* count the hex the tracing unit is in or the hex the supply source is in; only count the actual hexes between them. For example, a Soviet unit in hex G19 and tracing its supply to Riga (E16) has three hexes intervening between it and its supply source. If that same outfit were tracing to the closer town of Kaunas (H17), there would only be one hex intervening. Exactly which supply sources your various units trace to is entirely up to you. Generally speaking, of course, the closer they are the better; however, that simple approach may be altered by enemy occupation or blocking units. And just because the first unit you trace uses a given supply source for its supply does *not* mean all or any of your other units must also use that same source — all your operable supply sources are available for your simultaneous use at all times. There is no limit to the number of units that can trace supply to a given supply source.

5.6 During the Soviet Supply Check Phase, that player should only concern himself with identifying new and repeat O.O.S. units. During his Movement and Mobile

Assault Phase, he should again note the supply line condition of each of his individual units and stacks at the instant he starts to move them. If a unit starts its movement in an O.O.S. state it has four points deducted from its printed movement factor. (For example, a unit with a printed movement factor of “7” would in actuality have only three movement points available to it for that turn if it began its move in an O.O.S. position.)

A unit that begins its move with three legal hexes intervening between it and its supply source has three points subtracted from its movement allowance for that turn. Two legal hexes intervening yield a two point reduction, and one legal hex gives a one point reduction. Units starting their move in or immediately adjacent to a supply source have their full movement factor available for use that turn.

Note: It is possible you’ll find some of your units to be in a different supply tracing situation when you begin to move them than they were in during your just-passed Supply Check Phase. That’s O.K. During the Supply Check Phase you are only checking the supply situation for purposes of determining some unit’s overall survivability due to being adjudged O.O.S. in two consecutive Supply Check Phases. During your Movement Phase it is possible some unit beginning that phase in an O.O.S. or attenuated (less than full) supply position might have a better supply situation created for it by the actions of other units you move first (to blast open new supply routes).

Further, in a situation where some O.O.S. unit had supply opened to it during the Movement Phase, operated accordingly during the turn following, and yet found itself again O.O.S. during its own side’s next Supply Check Phase, *that unit would still be removed* from play due to the overall effects of its supply disruption. So don’t remove O.O.S. markers except during Supply Check Phases!

(Design Note: When playing the game, you’ll quickly notice that, given the structure of the turn sequence, O.O.S. Soviet units are removed at such a point it allows the German units holding the perimeter of their pocket to move away from them and back toward the front shortly before the Reds actually die. This is really not an artificial construct, but to understand it you must view the *Game* Turn as a whole and judge its accuracy by the aggregate of activities that take place throughout it.

Given the physical mechanics of actual game play, it's impossible to craft a smoothly workable set of rules that has both players doing things on the board simultaneously. So what's actually happening as those German pocket-perimeter guard units move away is that the cut off Soviet units are already losing their cohesion and coming apart. It's just that the turn sequence keeps the Red player from getting his hands on the board to give that process certification, by removing his dying units, until slightly later on.

Of course, I could've, I suppose, reconfigured the turn sequence to give this process a more logically sequential appearance, but I wanted it the way it is to better serve other rules in the game.)

5.7 Unless the tracing player specifically announces he's making use of his side's "Sea Supply" capacities (see 5.21 and 5.28 below), supply lines may not be traced across all-sea hex hexsides. For instance, a Soviet unit in hex C17 could not trace its supply line into or through the all-sea hex between it and land hex C15. (One exception to the all-sea restrictions is the Kerch Strait in hexside CC11/CC12. Both sides may trace supply lines across it when otherwise appropriate.) Partial land hexsides are O.K. to trace through.

There are three seas on the board: the Baltic in the northwest, and the Black Sea and Sea of Azov in the southeast.

Supply lines may be traced into and through all-lake (and Reservoir) hexsides and hexes. (That's a critical consideration up at Leningrad.)

5.8 Aside from the all-sea prohibitions discussed above, no other natural terrain on the board blocks supply line tracing in any way. The German player may not trace supply through hexes containing intact Soviet fortifications. The Soviet player may not trace supply through a ZOMO hex unless he controls that hex (this is the one exception to tracing procedures given above in 5.2).

5.9 Mechanized units launching Mobile Assaults have the combat supply capacity their position earned for them at the start of their movement, no matter at what point(s) during their move they actually launch their MA(s).

At the moment of launching the MA, also check the supply status of the defending enemy units about to receive the assault. Depending on their traceable distance from supply, they, too, may suffer a strength decrease. (See below.)

5.10 During the Prepared Assault Phase, at the start of the odds calculation process, again check the supply status of the units you are about to launch into that particular Prepared Assault. If assaulting Soviet units are in or immediately adjacent to their supply source, they have their full attack strength available for the battle. If one hex intervenes between them and their supply source, they suffer a 10% decrease in their attack strength. Two hexes intervening yields a 20% decrease; three hexes gives a 30% decrease. Units with four or more hexes intervening at the instant of their Prepared Assault, or with no complete supply line at all, suffer a 40% penalty.

5.11 When more than one unit is located in a single hex, tally up the total strength of all the units participating in the battle in that hex and make just one subtraction. For example, if three attacking Soviet units were together in one hex with printed attack factors of 3, 4 and 6, you'd add them all up to get 13. Any supply penalties are then figured as a percentage of that combined strength of 13. In multi-hex attacks, again combine the strengths of all units from all hexes sharing the same penalty amount. If different hexes are suffering different penalty amounts, calculate those penalties separately, then add the results to determine the overall attack strength.

5.12 In cases where penalty deductions don't come out to whole numbers, always *round up* the penalty amount to be subtracted. For example, 40% of 6 is actually 2.4, but for game purposes round that up to 3.0 and subtract that amount from the attack factor printed on the counter.

5.13 It is also possible the supply state of the defending units about to receive an assault (MA or PA) may cause those units to suffer strength reductions. Check the defender's supply status in every battle immediately after checking the attacker's status.

The penalties suffered by Soviet defenders are calculated the same way as they are for assaulting Soviet units, except the subtractions are then made from their printed defense factor, rather than from their printed attack factors. (German procedures and penalties are described below in 5.22 and following.)

5.14 No unit, of either side, ever has its defense or attack factor reduced below the strength of one (1) by supply considerations. No unit, of either side, ever has its

movement factor reduced below one (1) point by supply considerations.

5.15 During the Soviet New Unit Phase of Game Turn 5, the Soviet player automatically receives his Mobile Supply Unit. This unit functions as a supply source when placed on the map (though it, too, must be able to trace a line of hexes off the east edge, just like town and city supply sources, to be able to function). There are no qualitative or quantitative differences between the supply provided by this unit and the town and city sources.

5.16 The Soviet Mobile Supply Unit is the only unit the game with a printed movement factor that is considered neither mechanized nor non-mechanized. In reality, it represents not so much an independent unit as it does the ability of the Soviet Command to organize an *ad hoc* supply pipeline outside of the pre-war transportation net represented by the town/city infrastructure.

The supply unit does not count for stacking. It has no attack or defense value of its own, and if any German/Axis combat unit enters a hex containing only the supply unit, simply pick the supply unit up and move it eastward far enough to where it is again located in a hex empty of enemy units. In cases where the supply unit becomes cut off in a pocket (that is, is unable to trace its line off the east edge), again pick it up and move it as far beyond the eastward rim of the pocket as necessary to get it back to where it can trace its line of hexes off the east edge.

The supply unit can never be destroyed. If forced to move off the map edge, it simply returns to the RVGK box.

5.17 The supply unit may go into and come out of the RVGK box just like regular combat units, though, also just like them, it can't do both during the same Game Turn. It counts as just one unit for RVGK transit purposes.

When it first arrives, the supply unit need not go into and through the RVGK before entering into play; it may be directly placed onto the map in any legal land hex (that is, one from which it can instantly trace its hex path off the east edge and is already Soviet controlled at the instant of placement). The supply unit can never enter enemy controlled hexes unless it is accompanied by at least one Soviet combat unit when it does so. From that it follows the supply unit on its own can never cause the control of a hex to switch from one side to the other.

5.18 The supply unit may sit in a hex next to enemy units, but they cannot attack or defend in any way, and have no step-loss value in combat. When stacked with Soviet combat units (that is any unit with printed attack or defense strengths), the supply unit shares the fate of those units in terms of retreating after combat. The supply unit, no matter which units it is stacked with, may never make advances-after-combat in the case of PAs, nor may it in any way "ride along" in MAs.

5.19 The supply unit's printed movement allowance of "1" is always *one hex*, no matter what kind of weather or terrain is involved in the its movement that turn. It can't enter all-sea or non-frozen all-lake hexes, though it may cross the Kerch Straits (hexside CC11/CC12).

5.20 The supply unit can function as a supply source and as an entry point for new units starting the very instant it is placed on the board as the first act of a Soviet Supply Check Phase.

The supply unit can use its movement factor the turn it is placed, however, the Soviet Player must move it *last* during his Movement Phase.

5.21 In this game, on the Soviet side, only the Coastal Army has the capacity to receive "Sea Supply." That is, this unit is considered fully supplied as long as it is on a coastal hex of the Black Sea or the Sea of Azov and the Soviet player controls at least one "port city" at the instant of supply tracing to the Coastal Army. Supply line length has no bearing in the tracing of this sea supply; it is always provided to the Coastal Army at full strength, and the supply line may go through all sea hexes and hex sides.

The three port cities are: Odessa(Y17), Sevastopol(CC15), and Novorossisk(DD10). They can provide other Soviet units with regular supply (provided they can trace their line off the east edge) while simultaneously providing sea supply to the Coastal Army. They do not need to be able to trace off the east edge to provide sea supply; that ability is automatic as long as they remain Soviet controlled. Once a port city becomes German/Axis controlled it loses its sea supply capacity for the remainder of the game, and if all the port cities ever come under the simultaneous control of the German/Axis player, then the Coastal Army is removed permanently from play and *all aspects* of sea supply are thereafter denied to the Soviet player.

To trace supply from a port to a Sea of

Azov coastal hex, the Soviet player must be in control of both hex CC11 and CC12 at the instant of tracing.

The Coastal Army must always remain in coastal hexes; it never moves inland for any reason, nor can it draw any other kind of supply than sea supply. (For more on the movement and combat capabilities of the Coastal Army, see section 10.)

5.22 German/Axis supply originates in the row of hexes just west of the turn-one Nazi/Soviet borderline. This strip (and it *does* include the extra protruding hexes at H19 and 021) is called "The Zone of Military Operations" or simply "ZOMO." Each hex of the ZOMO is a source of supply for any German, Romanian, Italian and Hungarian unit(s). (The two protruding ZOMO hexes can only be used as supply sources if at least one of the other ZOMO hexes immediately adjacent to it is also German controlled at the instant of tracing.) Each hex of the ZOMO, just like Soviet supply sources, has infinite supply capacity in terms of the number of units it can service each turn.

5.23 At the start of the game, German/Axis units that can trace a supply line (same restrictions as when Soviet combat units trace to their sources) to a ZOMO hex inside the German *Reich* (that is, any hex north of hex Q23) no longer than nine (9) hexes are in full supply. Units tracing to a ZOMO hex in Hungary or Romania are in full supply only if the line is no longer than seven (7) hexes. For each hex beyond 9 or 7, the tracing unit's attack and defense factors are reduced by 10%, and one movement factor is lost (up to a maximum penalty of 40% and/or 4 movement points).

The German player does *not* count intervening hexes like the Soviet player. The German counts from the ZOMO to his units, beginning with the ZOMO hex itself as "zero," and counting out toward the unit(s) being supplied. *Do* count the hex where the unit being supplied is located. For example, a German unit in hex H9 and tracing from hex H19 is said to be ten hexes away, and thus would suffer 10%/-1 penalties to its combat and movement capabilities.

In cases where a given German/Axis unit could trace to either a German *Reich* or Hungarian or Romanian ZOMO hex, the German player is free to choose the hex most logistically advantageous for it. That is, German/Axis units are not forced to trace to particular ZOMO hexes in their

own country; all ZOMO hexes are pan-Axis in their supply capacity.

(It is only that the transportation infrastructures of Romania and Hungary were less well developed than those of Germany, and therefore they could not project supply as far.)

5.24 German units only (not RIH) may move out beyond where the maximum 40%/-4 supply reduction take place. That is, their supply lines to the ZOMO can in reality be of any length; it's just that they will continue to suffer those maximum strength and movement reductions. German units may even move to hexes wherein they would be completely unable to trace any supply line (again, suffering the -40%/-4 reductions).

5.25 Starting with the beginning of Game Turn Five (September), the German/Axis supply line length increases by two hexes, then and every game turn thereafter. That is, on turn five the primary full-supply length from the German ZOMO area becomes 11 hexes, that from Hungary and Romania becomes 9 hexes. (On turn six it would be 13 and 11, etc.)

5.26 German/Axis supply is checked at the times in that player's turn corresponding to the same movement and combat checks described for the Soviet player earlier.

5.27 The German air force has a limited ability to provide otherwise cut-off German/Axis units with supply-by-air. This kind of supply is called "air supply."

The German can air supply up to four corps an any and every turn. (Both Romanian units count as two units each for air supply purposes.) To be eligible for air supply, the unit must be located within six hexes of a German controlled hex that is itself in full overland supply to the ZOMO or is within 6 hexes of a north-board-edge hex west of Leningrad.

Air supply may be declared by the German, on a hex-by-hex basis, at any instant of the entire Game Turn, and its effects last for the unit(s) so supplied until the start of the next game turn. (When all four corps worth of the air supply capacity become available for reuse again.)

Units provided with air supply should be so marked with one of the four AS markers provided. Units on air supply have their full movement and combat capabilities available to them.

There is no Soviet air supply capacity in this game.

5.28 The German/Axis player may sea-supply up to one full stack anywhere along the Black Sea coast and one other along the Baltic Sea coast each game turn. No supply line tracing or attenuation takes place; simply indicate the stack to be supplied and it is fully supplied. Sea-supplied units must all be in the same hex to receive the supply for that Sea when the operation is declared during the German Supply Check Phase. They needn't remain together once the declaration is made, but *sea-supplied units must remain in coastal hexes throughout the remainder of the game turn* on which they received such supplies.

In order to provide sea-supply to units along the coast of the Sea of Azov (which for purposes of this rule is considered part of the Black Sea), the German player must control both hexes of the Kerch Straits.

Non-mechanized units receiving sea-supply have their full movement and combat capabilities available to them. Mechanized units receiving sea-supply have their full combat strengths available to them, but they may not make MAs and their movement factor is reduced to five points.

5.29 At the very start of any of his Player Turns after Game Turn One, the German player may declare he is "consolidating supply." Such a declaration then applies throughout the next two Player Turns, until the very start of the German's next Player Turn when he may again announce consolidation or rescind it.

When German supply is consolidated, that player picks out five *panzer* corps to receive it. Those five units can then operate in full supply, no matter how long their supply line to the ZOMO stretches in hexes. (They do, though, still need to trace normal, hex-by-hex, lines; it's just that now they may be of any length without incurring attenuation effects.)

No air, sea or Leningrad supply is available on turns supply consolidation is in effect. Further, no Hedgehogs (see 14.47) may be on the map during consolidation. (If any are on the map at the instant of declaration simply remove them.)

During consolidation, all German/Axis units other than the five selected *panzer* corps lose their ability to attack in *any way* and may move only one hex (with the same restrictions as the Soviet Mobile Supply Unit). These units still do require regular supply lines when it comes to checking for logistic survivability each

German Supply Check Phase, and they still do suffer normal attenuation effects to their defense factors.

Consolidation is made on a turn-by-turn declaration basis, and the same five corps need not be provided with the special supply each turn it is declared.

The German player may not enter any reinforcements or replacements on turns he's consolidated his supplies.

Design Note: This rule is based on Van Creveld's well-calculated notion the Germans, by stripping their entire army of all available transport and every non-essential scrap of combat supplies, could have sent between 16-18 mechanized divisions careening full-bore, and fully supplied, toward Moscow. It is, of course, a risky undertaking, and should only be contemplated if you see a near-sure shot at a "Moscow Sudden Death" victory.

5.30 During the course of play, as the frontline moves back and forth, players will capture or recapture hexes containing towns and cities that can legally function as supply sources for them. The just-taken places' supply source capacities do not, however, come into effect until the start of the capturing player's next Supply Check Phase.

5.31 German units in Leningrad — provided the hex was already German-controlled at the start of that player's last Supply Check Phase — are always considered to be in full supply. This Leningrad (via Finland and the German Baltic Fleet) is never projectable out from the city; it exists only for Germans in the hex. This Leningrad supply cancels out German Baltic Sea sea-supply on turns it is used.

6.0 REPLACEMENTS, REINFORCEMENTS AND SPECIAL UNITS

6.1 The replacement/reinforcement process in *Blitz '41* doesn't work the way it does in most wargames. Most units entering the game as reinforcements can do so only after having been "fleshed out" with replacement steps. That is, in most cases, you must use your replacements to buy your reinforcements.

§6.2 Reinforcements are new units that enter play to join your side's army after play has already begun. In this game, there are two broad categories of rein-

forcements: automatic reinforcements and cadre reinforcements.

"Automatic Reinforcements" are units which, when called to appear on the Turn Record Chart printed on the map, do so without any intermediate steps being necessary in their creation. And they automatically appear with their full strength available for use. There are not many automatic reinforcements in the game. On the Soviet side they are: the LPMA, the Partisans, the Mobile Supply Unit and the Cavalry Raid marker. On the German/Axis side they are: the Italian CSIR corps and the Hungarian *Schnell* corps.

Automatic reinforcements are placed on the map at the times in the turn sequence and at the locations described in the rules below. They become available at full strength, and there are no costs of any kind involved in their entry into play.

On the German Units Holding Boxes on the mapsheet, corps with the acronym "OKHR" printed on them are reinforcement cadres available sometime after play begins (OKHR=High Command of the Army Reserve).

Reinforcement units have their first turn of availability printed in their upper left corners.

§6.3 All the other units in the game are "Cadre Reinforcements." That is, when the Turn Record Chart lists as "Soviet Armies Available" for turn 2 the "24, 28 to 34, 37, 38, 44 to 48," that does *not* mean those units spring full-blown into play. Rather, what has become available are actually no more than counters representing these *potential* armies — just cadres of headquarters and administrative personnel. To turn them from mere potentials into actual fighting armies requires you use your available "replacement steps" (given on the chart in the column next to both sides' "Units Available" listings) to "flesh them out."

Going further with this turn 2 example, say the Soviet player immediately wanted to get his new *24th Army* into play at full strength. He can do that because the Chart also notes he's awarded 30 "Replacement Steps." By using one of his available replacement steps, he can enter the *24th* at its one-step strength (1-2-4), or he can spend two steps right away and enter it at its full, two-step (3-4-4), strength.

Both players need to keep track of replacement steps spent and saved on a piece of scrap paper. It is permissible to save steps indefinitely; and they have no

presence on the board that can be reached and destroyed by the enemy — they simply exist on paper until brought into play via the fleshing-out process just described.

§6.4 In addition to being used to flesh-out and enter new cadre reinforcements, replacement steps may also be used to strengthen units already in play but operating there at less than their full step value. Again, each replacement step spent increases a unit's strength by one step.

Note that German replacement steps arrive in two types: mechanized and non-mechanized. Non-mechanized steps can only be used to flesh out non-mechanized units. Mechanized steps can be used to flesh out both categories of combat units; however, if a mechanized step is used to flesh out a non-mechanized unit, that unit does *not* gain mechanized characteristics. In essence, the German permanently sacrifices the mechanized quality of any mechanized replacement step he spends in so inefficient a way.

Soviet replacement steps arrive in completely undifferentiated form, and any Soviet steps may be used to flesh out any eligible Soviet units.

Design Note: You'll quickly notice an almost complete lack of German mechanized replacement steps throughout the game. Not my fault. Rather, it is yet another example of Hitler's convoluted thinking. That is, first he launched this, his most critical campaign, with a plan predicated on success being achieved in one campaigning season. Then he simultaneously withheld all but the barest minimum of armor replacements from his active units in the field, so he could use that new production to organize entirely new units inside Germany. One wonders, if Russia was to have been conquered in that one season, who were these new *panzertruppen* destined to fight? Well, no doubt he'd've found someone.

§6.5 On any given turn, all newly available Soviet cadre reinforcements must be at least partially fleshed out and brought into play (either directly on the map or stored as a strategic reserve in the RVGK box) before that player can spend any of his replacement steps for any other purposes. This restriction does not apply in any way to the German player.

§6.6 The following Soviet units may never receive replacement steps: the LPMA, the 4th Airborne Corps, the Partisans, the OBG,

plus any and all Mechanized Corps. (The FMG is *not* a corps; it may receive replacements.) All those listed units, once weakened or destroyed, may never be recreated or fleshed out in any way. But other than that list, Soviet units, even ones completely destroyed and in the dead pile, may always be recreated and fleshed out, no matter what the circumstances of their destruction or weakening.

§6.7 There are no Italian or Hungarian replacements available in the game; those units may never be fleshed out or rebuilt during play. The German player has two Romanian replacement steps available for use throughout the entire game; he may only use them for fleshing out his Romanian Armies, if they take losses.

§6.8 No German or Romanian unit, once totally destroyed, can ever be re-entered into the game at any strength level. A unit is "totally destroyed" when it takes such combat losses (or suffers the O.O.S. fate), that its last strength step is consumed and removed from the game.

§6.9 Newly entering (or re-entering) Soviet units appear either in the RVGK box (see rule section 7) or directly onto the map via any Soviet-controlled city hex anywhere on the board that is in supply or atop the deployed Mobile Supply Unit (not used for beginners' rules) or in any Soviet-controlled town hex that is fully supplied and not located within three hexes of the initial German/Soviet borderline.

Newly arriving German/Axis units appear in any German-controlled hex of the ZOMO (including H19 and O21, provided at least one of the neighboring ZOMO hexes is German controlled) or in any German controlled city hex on the map that is in full overland supply to the ZOMO.

Newly arriving units and units receiving replacements in the field instantly and immediately have their full combat and movement abilities available to them, as per all the other rules governing such matters. (That is, the replacement/reinforcement process in no way inhibits the normal use of the receiving units during the same player turn.)

Stacking limitations must be taken into account when placing new units. The initial placing of new units carries no movement factor costs.

6.10 For a weakened unit to be fleshed out in the field (that is, receive replacements once already in play) it must be in full

overland supply (not air or sea supplied) to the ZOMO if German or to a town/city/supply unit/port if Soviet. Such units may move and operate fully on the turn of fleshing out.

§6.11 No unit in the game can ever be made stronger than the strength steps provided for it in the counter mix. Neither player is forced to try to keep his various units at their maximum strengths simply because higher step-values are available to them.

6.12 Soviet Shock Armies: These four units may only appear by "converting" already existing Soviet armies. The armies to be converted must be in full overland supply on board or in the RVGK box for the conversion to take place. The conversion is made step-for-step, and a newly placed Shock Army may instantly flesh out with replacement steps in the field. The Soviet armies used in the conversion are instantly and permanently removed from play for the rest of the game.

For example, say its the start of (conversions should be made first thing) the Soviet New Units Phase on Game Turn Seven (November). That turn both 1st and 2nd Shock Armies become available. The Soviet player takes, say, his 40th Army, located then, say, in full supply on hex K7, at its reduced 1-2-4 strength, and removes it from the map. The 40th is now forever out of play in that game. He then takes the counter for the 1st Shock Army, at its one-step strength of 3-2-3 and puts it in hex K7. He then spends three replacement steps to immediately build the 1st up to its full, four-step, 11-8-3 level.

The Soviet is never forced to make the conversions (though Soviet players will find it's certainly within their interests to do so), and holding off the Shock Armies does *not* activate the replacement-spending restrictions given above in rule 6.5.

§6.13 The Leningrad People's Militia Army: This unit is one of the Soviet automatic reinforcements, never counts for stacking, and may never be replaced once it is destroyed. It must always enter play via Leningrad, and may never move more than three hexes from that city. (If Leningrad is lost to German control before the LPMA arrives, then the unit never does enter.)

6.14 The Oranienbaum Bridgehead Group: This is a unique Soviet unit in that it may be entered into play, exclusive of the en-

tire reinforcement and replacement process given above, during the course of any Soviet Movement and Mobile Assault Phase.

The Soviet player may create the OBG by passing any Soviet *army* unit containing more than one step through or past any hexside of hex B10. Reduce that moving army one step and place the OBG in hex B10. The OBG may not move on the player turn of its creation. If Oranienbaum (B10) loses its supply line, the OBG, as long as it is in B10 and Leningrad is Soviet controlled, still remains in full supply. (That's not true for any other Soviet unit that happens to get trapped there.)

The OBG counts as one unit for stacking, and it may never move more than one hex from B10. Outside of B10, the OBG uses its printed attack factor as its defense factor, too. If attacking out from B10, the OBG uses its printed defense factor as its attack factor.

If once destroyed, the OBG is out of play for the rest of the game. There is no special back-and-forth movement possible between Oranienbaum and Leningrad in this game.

6.15 Partisans: Once available, the Soviet Partisan unit may be placed in any German-controlled but empty hex within four hexes of Moscow or Leningrad. It may not be placed in Moscow or Leningrad or in any hex with a town in it. Once placed, it never moves or retreats. It never attacks; it only defends. It is an automatic reinforcement and may be withheld off board (not in the RVGK) until a Soviet New Units Phase arrives during which that player wants to commit it. The partisans are always in full supply and need not trace any kind of supply line.

The partisans do serve to give control of their hex to their side, and they also serve to block German/Axis retreats into or through their hex. Normal terrain considerations do apply when figuring its defensive strength for combat.

When any Soviet combat unit other than the *4th Airborne Corps* enters the Partisan unit's hex, "link up" is considered to have occurred. At that point remove the Partisan permanently from play and award the Soviet player the number of replacement steps (1 or 2) equal to its step value at that moment.

Deploying a temporarily withheld Partisan does not use up Soviet RVGK capacity.

§6.16 The Front Mobile Group: This unit is

a cadre reinforcement and it may take replacements, etc. Turn five is the earliest it may appear in the game. It suffers under a further restriction in that it may not be brought into play until a Soviet Player Turn begins on which there are no more Mechanized Corps in play. (On Turn Five or thereafter the Soviet player may voluntarily remove his remaining Mechanized Corps to allow for the FMG's entry. He may credit himself with one replacement step for every three printed attack factor's worth of Mechanized Corps so removed. The Corps must all be removed on one turn, and any that come off in a less than fully supplied state do so without adding to the replacement credits.)

6.17 The Cavalry Raid Marker: This unit is an automatic reinforcement for the Soviet, but is really only an attack strength enhancer rather than a "real" unit. It has no step value of its own in combat, and is merely held off board (not in the RVGK) unless the Soviet player wants to commit it to aid one of his Prepared Assaults. See rule 14.45 for a description of its combat effects.

Design Note: The Soviets did not really devise and apply a broadly successful strategic role for their cavalry arm in 1941 — that had to await later stages of the war. Accordingly, the Soviet Army's cavalry establishment is mostly factored into the existing army sized units in the game.

7.0 THE R.V.G.K.

§7.1 The Soviet player may strategically redeploy (that is, move over far greater distances than normal) some of his units each turn by using his RVGK box. (RVGK is the transliterated Russian acronym for the term "Reserve of the Supreme High Command.")

§7.2 To be eligible to enter the RVGK box, a Soviet unit on the board must be in full overland supply on the map or it may enter there directly if it's entering/re-entering the game via the replacement and reinforcement process.

On turn 2 the maximum number of Soviets allowed to transit into or out of the RVGK is two units. (That's the grand total, not two in and two out, but two units altogether, regardless of direction of transit.) Each game turn thereafter the transit maximum increases by one unit until turn five when it reaches five and remains there for the rest of the game.

Soviet units with printed attack factors

of six or more count as two units for RVGK transit maximum purposes. The transit limits do not put a ceiling on the number of units that may actually be *in* the R.V.G.K., just the number moving in/out on a given turn.

§7.3 A unit goes into or comes out of the RVGK at the very start of the Soviet New Units Phase. The same unit cannot both go into and come out of the RVGK box during the same Soviet Player Turn. Over the course of a game, though, the same unit may make any number of properly sequenced transits.

§7.4 To enter a legally available unit into the RVGK box, simply pick it up and place in the box printed on the map sheet. (To enter an illegal unit, the same process is followed, but wait 'til the German's not looking.)

§7.5 Units may leave the RVGK and re-enter play on the map via any Soviet-controlled and fully supplied town or city hex or via the already deployed Mobile Supply Unit. (It is permitted to use the supply unit for this purpose on the very same turn it was also just deployed from the RVGK.)

§7.6 Units may move and attack regularly on the very same turn they deploy from the RVGK (though naturally not on turns they deploy into it).

§7.7 Mechanized Corps, the Coastal Army, the *4th Airborne Corps*, the Partisans, the Cavalry Raid marker, the OBG, and the LPMA may *never* go into the RVGK.

Design Note: There is no German/Axis equivalent to this kind of movement during the game. During this period, *all* of the Germans' transport capacity was fully tied up just moving the needed supply and replacements forward — none was available for strategic redeployments.

8.0 STACKING

§8.1 Piling more than one unit into the same hex is called "stacking." The German player may stack up to five of his units in one hex; the Soviet may stack up to four of his.

§8.2 Soviet Mechanized Corps (not the FMG) count as one-half unit, each, for stacking, but you may never have more than two of them in any one hex.

§8.3 Any Soviet unit with a printed attack factor of 6 or more counts as two units

each for stacking purposes. And this must be taken into account when fleshing out units already in stacks.

§8.4 On the German/Axis side, each of the two Romanian armies count as two units for stacking purposes. Further, the Romanian armies may never both be in the same hex. Romanian and Hungarian units may never stack or move together.

§8.5 The Soviet LPMA, Mobile Supply Unit, and Cavalry Raid marker never count at all for stacking — it's as if they weren't there when you add up your stacking total. Likewise, the 4th Airborne Corps, while still in Moscow before making any airdrop, does not count for stacking. Once airdropped, it counts as one unit for stacking thereafter.

8.6 O.O.S., air supply, and hedgehog markers never count for stacking.

§8.7 During the course of a game turn any number of units may move through a given hex. Stacking limits are in effect only during the placement of new or re-entering units, at the end of both sides' Movement and Mobile Assault and Prepared Assault Phases, at the completion of every retreat and advance-after-combat (but just for the units involved in a given combat), and at the instant a Mobile Assault is launched against a given hex (that last is not used in the beginners' rules).

8.8 When launching a mobile assault, the launching player must take care the hex the assault originates from has no more than the legal stacking limit of his units at the instant the MA jumps off. Within the defenders' hex where the MA actually takes place, the stacking limits of the two sides are mutually exclusive of each other.

9.0 WEATHER AND TERRAIN EFFECTS

§9.1 At the strategic level simulated here, the power of the terrible east European climate primarily makes itself felt through its effects on ground conditions. Weather for a given game turn is said to be either "Dry," "Mud," or "Frost." Further, there are two weather zones on the board, called the "northern" and the "southern" zones. The weather of the southern zone is milder, but because of the severity of the 1941-42 winter, that warmer area was even more restricted than usual that year. The South-

ern zone consists only of those nine Crimean hexes lying within the weather line boundary shown on the map.

§9.2 The weather for each zone is given in the weather column on the Turn Record Chart printed on the map sheet. During turns in which the weather is the same for both zones, only one word is printed on the chart. During game turns when the weather in both zones is different, the top word pertains to the northern zone and the bottom word to the southern zone. For example, on game turn 6 (October) the weather in the northern zone is "Mud," while in the south it's "Dry."

9.3 No Mobile assaults are allowed in any zone experiencing mud weather on a given turn.

§9.4 Weather's effects on movement costs are given on the Terrain Effects Chart (TEC). For example, to enter a clear terrain hex during dry weather costs mechanized units (their costs are always to the left of the slash, and non-mechanized units' entry costs are to the right) 1 point from their movement allowance, and non-mechanized likewise would pay one point. In Mud weather mechanized units would pay 3 movement factors for each hex entered, while non-mechanized would pay only 2 points.

§9.5 Weather's effects on combat strength calculations are also given on the TEC. For example, when attacking into a clear hex in mud weather, the attacking units must deduct 10% from their attack strength before calculating odds. (The blank spaces for clear terrain in Dry and Frost weather means there is no attacker penalty for attacking into such terrain during such weather.) It is always the terrain in the defender's hex that determines the terrain column used.

§9.6 Weather also effects the maximum advance-after-combat allowable after Prepared Assaults. See rules 14.22 and following for a full explanation of that.

§9.7 If an advance-after-combat carries a victorious attacker across the weather line, and thus through two different kinds of weather, conduct the entire advance as if it were made under the conditions most advantageous to the advancing victors.

§9.8 All units in this game are guaranteed the ability to move at least one hex each player turn. That is, even if, according to the terrain entry costs given on the TEC, a

unit just starting its move didn't have the needed number of movement points available to make a desired one hex move, it could still move one hex by expending all its available movement points.

This one-hex guarantee does not give units the ability to do otherwise illegal things — such as move across an all-sea hexside (sea movement capacities would have to be utilized to do that).

Important Note: In Frost weather, Soviet non-mechanized units pay only one movement point per hex to enter any kind of ground terrain.

§9.9 The major and minor river hexside crossing costs given on the TEC are assessed against the moving unit's movement factor in addition to the cost assessed for entering the hex crossed into.

§9.10 "Manmade Terrain," (that is, towns, cities and fortifications) carry no intrinsic movement costs of their own. The cost for entering such hexes is dependent on the "natural" terrain located there.

§9.11 "Natural Terrain" is either clear, broken (hills), forest or marsh. Only one kind of natural terrain ever exists in any one hex.

§9.12 The Kerch Straits lie in the hexside between hexes CC11 and CC12. Its movement costs and combat penalties are the same as those for a major river hexside. Further, though, no advances or retreats-after-combat are allowed across it in Dry or Mud weather unless the actual crossing takes place during the first hex of that movement. This restriction is lifted during Frost weather. No MAs are ever allowed across the Straits.

§9.13 The "Sivash," a low coastal area of shallow tidal basins and marshes, lies along the hexsides shared by hexes Z13 and AA14, and between AA13 and AA14. These hexsides are always treated for all purposes as major river hexsides in a Mud weather state, no matter what the actual weather state given on the TRC is at the time.

For purposes of sea movement and supply, hex Z13 is *not* considered to be a usable coastal hex.

No MAs are allowed through the two Sivash hexsides.

§9.14 Except as given in the rules for sea supply and sea movement, no actions at all may take place across all-sea hex sides.

§9.15 Manmade terrain carries combat effects of its own, which effect combat strength calculations in addition to the effects generated by the natural terrain in the defender's hex. For example, if there is a town located in the defender's hex, after the die is rolled to resolve the battle and a result obtained by reading it off the Combat Results Table, the defender's combat result would be reduced by one. "-1 DCR" = Minus-one to the defender's combat result. "+1 ACR" = plus-one to the attacker's combat result.

§9.16 Defenders in city hexes (all cities in the game are located on clear natural terrain) have their available defense strengths doubled. And just as with towns, the rolled defender's combat result is reduced by one for being in a city, and the attacker's combat result is increased by one for attacking into such hellacious terrain. Further, all mechanized units must use their defense factor as their attack factor when assaulting into cities in any way. (Tanks are much less useful to an attack, and far more vulnerable to ambush, in rubble-filled streets than they are in the countryside.)

§9.17 Soviet units defending in an intact Stalin Line hex have their defensive factors increased by 10%. (Round the bonus up — that is, 10% of a defense factor of 11 is 1.1, yielding a +2 here.)

Design Note: The Stalin Line, running along the 1939 border, had been planned as a formidable strategic block. With the annexations of 1939-40, however, the Red Army moved forward, and with it went all the heavy weaponry originally emplaced in the line. During this campaign, then, the Stalin Line was reduced to a hollow shell, only its empty emplacements providing its defenders with some protection against German artillery.

§9.18 The other fortifications on the map exist in their hexes in addition to the natural terrain located there and in addition to any other manmade terrain located there, too. So, in a hex containing both a town and a fortification, the effects of both are felt in combat. In this example, the attacker's combat result would be raised by one because of the fortification, while the defender's result would be decreased by two, due to both a town and the fort being in the same hex.

§9.19 At the start of the game, there are independent fortifications already existing in Odessa (Y17), Sevastopol (CC15),

AA14 (Perekop), Kiev (R15), B10 (Oranienbaum), and Leningrad (B9). These fortifications give Soviet defender's in their hexes a -1 decrease to their rolled combat result. They are intact and operable from the very start of the game. They are considered permanently destroyed once control of their hex switches to the German player.

§9.20 In addition to those independently existing fortifications listed above, there are four "fortified lines" printed on the map. These are: the Luga Line, in hexes B11, C11, D10 and E10; the Vyazma line, in hexes I9, J8, K9, L8 and M9; the Mozhaisk Line, in hexes J7, K7, L7, M7 and N6; and the Moscow Line, in hexes J5, K6 and L5.

§9.21 These fortifications, though printed on the map for convenience, do not actually come into existence, and thereby have effects on play, until the very start of Game Turn 3 for the Luga Line, and the very start of Game Turn 5 for the other three. If any hex of a given fortification line switches to German control before that line comes into existence, then that line is considered to have been abandoned by the Soviets and never does activate during the remainder of the game. (Once a line has come into existence, the mere seizure of one of its hexes is no longer enough to undo the whole line for the German; from that point on he must take each one hex-by-hex if he wants it.)

§9.22 Soviet fortifications (no matter if they're part of the Stalin Line, independent, or one of the four later-built lines) are all considered "intact" until such time as their hex switches to German/Axis control. At that point they are "wrecked," and no longer provide defensive benefits for the remainder of the game — ignore them completely from then on. Once wrecked, fortifications cannot be rebuilt during the course of a game.

The Soviet fortifications in this game have no intrinsic defensive powers of their own. If not occupied by defending Soviet combat units, the German/Axis units may enter and traverse them freely. An intact (even though empty of combat units) Soviet fortification *does* block German/Axis supply line tracing through its hex.

§9.23 The combat and movement penalties given on the TEC for hexside water barriers (minor and major rivers, lakes, Sivash, Kerch) are assessed in addition to any costs and penalties incurred for moving/attacking into the hex on the other

side of them. For example, a unit assaulting across a minor river hexside into a clear terrain hex, during mud weather, would suffer a 20% reduction of its attack factor for the cross-river operation, plus another 10% reduction for attacking into the clear terrain. In such multi-penalty cases, combine the penalty percentages into one figure, then make just one grand reduction to attack strength. (Again, always round penalties up.)

§9.24 Lakes are shown on the map in two broad size categories — those so small they only occupy, like rivers, hexsides, and Lake Ladoga in hex B8 and those surrounding, which covers an entire hex and more.

Lake hexsides (and this category includes the Rybinsk Reservoir) cannot be moved across or assaulted through except during frost weather, and even then a +1 movement penalty and 20% attacker reduction is incurred for doing so. Supply lines, however, can be traced across lakes in all weather.

Units can only enter the main hex of Lake Ladoga (B8) during Frost turns, but they can't end their move there. No assaults can ever be launched into or out of that hex. The hex has clear terrain characteristics for movement during frost (2/2). Supply lines can *always* be traced into and through this hex by both sides.

§9.25 All combat reductions and movement costs are cumulative in this game. When subtracting combat strength or movement factors from a unit, all the applicable penalties should first be added together, and then one grand deduction made.

10.0 SEA MOVEMENT

§10.1 The Soviet player may move only his Coastal Army by sea movement. In making such a move (no more than once every Soviet player turn, during the Movement and Mobile Assault Phase, and performed before any regular land movement takes place), the Coastal Army may travel through all-sea hexes and hexsides from its start hex to any other Black Sea or Sea of Azov coastal hexes within six hexes. The landing hex must be one empty of all German/Axis units — there are no "amphibious invasions" in this game.

§10.2 After landing, the Coastal Army may use its printed movement factor to move along the coast and may launch a

Prepared Assault (alone or in conjunction with other Soviet units) that same player turn.

The Coastal Army may only ever enter coastal hexes and launch PAs into coastal hexes. Likewise, if it retreats-after-combat, it must do so only along coastal hexes (in any direction). Or, alternately, it can retreat out to sea and back to any Soviet controlled port city within six hexes. (Such a retreat only negates one increment of a combat result, so any extra would need to be absorbed as step losses.)

§10.3 As long as the Soviet player controls at least one of the port cities (see rule 5.21) the Coastal Army can always receive replacements and even be rebuilt if totally destroyed. If at any time, though, all of the port cities come under German/Axis control at once, the Coastal Army is immediately removed from play and may never return, and all aspects of sea-supply and sea movement are denied the Soviet player for the rest of the game.

§10.4 In order to move into or through any Sea of Azov hexes, the Soviet player must control both Kerch Straits hexes (CC11 and CC12). Both those hexes are considered to lie within the Black Sea and the Sea of Azov, and on a case-by-case basis, the Soviet player may consider them to be in either sea at any moment.

§10.5 The German/Axis player has a limited sea evacuation capacity available to him in both the Baltic and the Black Sea/Sea of Azov areas.

At the start of any of his Movement and Mobile Assault Phases, the German may declare an "evacuation" to be taking place in either or both of those two water body areas. He can evacuate up to one full stack (and that stack's worth of units must indeed all be stacked in just one hex within the given water body) from the Baltic and one full stack from the Black/Azov areas each turn.

Evacuees must start the phase already stacked in the coastal hex to serve as the evacuation point. Then, simply lift them off the map and *permanently remove them from play for the remainder of the game*. Such evacuated units, though their combat power is henceforth denied to the German, are considered to be alive and reorganizing in Germany, and their evacuation therefore does **not** cause the assessing of penalty points against the German player's victory point total (see rule 15.5).

No kind of supply line need be traced

or range limit calculated for German/Axis units to be eligible for sea evacuation. This is the only kind of "sea movement" available to the German in this game. German/Axis units cannot retreat-after-combat out to sea. No sea evacuation movement is available on turns supply is consolidated.

11.0 ROMANIAN, ITALIAN & HUNGARIAN UNITS (RIH UNITS)

11.1 Romanian units may *never* move north of the "S" hex row (they may enter it). Hungarian and Italian units may *never* move north of the "O" hexrow (they may enter it).

11.2 RIH units may not assault in any way unless stacked with at least one German unit that is involved in the same assault.

11.3 RIH units alone in a hex or there only with other RIH must always absorb as much of their combat results as geographically possible by retreating. In combat situations where there is German unit participation, the presence of the RIH does not force the German to retreat his whole force. He must use German steps to absorb the combat losses if he chooses not to retreat in such situations, though, and once the Germans were gone any remaining combat result would have to be absorbed by retreating the RIH survivors.

11.4 Hungarian and Romanian units may never move or stack together.

11.5 The Italian and Hungarian units in the game are both mechanized-class units. Due to all kinds of social, doctrinal and training deficiencies, though, these units cannot perform MAs. Nor may they in any way "ride along" in German stacks that are performing MAs. They do pay mechanized terrain costs. These two units are illustrated with NATO-style symbols, rather than silhouettes, to serve as a reminder of these restrictions.

12.0 REGULAR MOVEMENT AND MOBILE ASSAULTS

Note: Players using beginners' rules should ignore all references to Mobile Assaults, MAs, and Supply States.

§12.1 Every regular unit in the game has a

"movement factor" printed as the right-most numeral along its bottom edge. This represents the maximum number of hexes the unit can move into in a single Movement and Mobile Assault Phase.

Movement factors cannot be saved or accumulated from turn to turn, nor can they ever be transferred or loaned from one unit to another. If units with different movement factors are moving together as a "stack" (see 12.5 below), when the movement allowance of the slower unit(s) is exhausted it must drop off from the stack and cease movement in that last reachable hex.

§12.2 Both players move only their own units during the Movement and Mobile Assault Phase of their own Player Turn.

During his own movement, a player may move some, all or none of his units within the restrictions given in the rules. A player is never forced to move any of his units.

§12.3 Units on the same side may enter and pass through each others' hexes freely, as long as stacking limitations are observed at the times specified in rules 8.7 and 8.8. There is no limit on the number of units that may enter and pass through any given hex on any given turn.

12.4 Moving units may never enter hexes occupied by enemy units, unless the movers are mechanized units about to launch an MA. And during MAs, the mere entry of the enemy assaulters into the defender's hex is not enough to trigger a switch in which side controls that place. Control is decided by which side gets driven out of the hex as a result of the MA.

§12.5 In order to move together during a given player turn, units must start the Movement Phase already piled together in the same hex. Such piles are called "stacks."

§12.6 All regular movement is performed stack-by-stack and hex-by-hex. The movement of one stack (or individual unit starting alone in a hex) must be completed before that of any other may be started. A player may only go back and readjust the movement of his already moved units if his opponent agrees to allow it.

§12.7 Sometimes, when moving a large stack, the moving player may wish to split off some of the units in the stack and have them move away on their own course. The units left behind in the original "parent" stack *may* then resume their own move-

ment, even splitting off more sub-stacks if so desired.

§12.8 Once a player has begun moving an entirely different parent stack, however, he may then no longer go back and move earlier units without first obtaining his opponent's permission to do so. (And given the historically mean-spirited nature of the war being simulated here, players should certainly not feel themselves to be under any gentlemanly compunction to automatically grant such requests.)

12.9 Mechanized German and Soviet units (only) can carry out a kind of attack-while-moving called "Mobile Assaults" or "MAs" ("Em-Aze"). They are conducted by having the assaulters actually enter a hex containing enemy units (and the defending enemy units can be of either class), by paying three times the normal entry point cost for the kind of terrain in the hex. MAs are the *only* situations in which units of the opposing sides may even temporarily occupy the same hex simultaneously.

12.10 The assaulting player must observe stacking limits in the hex from which he is launching his MA. For example, say the Soviet player had four units in a hex next to some enemy units he wished to MA with other, moving, Soviet mechanized units. It would be illegal for the Soviet player to launch his moving force into its MA from the hex already containing the other four Red Army units. (Of course, this problem might easily be solved by moving that first stack of units away before beginning the movement of the MA force. But, then, that might create further problems if the Soviet player had another task in mind for that first stack which needed to be performed in that original hex. War is hell.)

12.11 Unlike many other wargames, there is no inherent combat penalty involved in conducting MAs in this game — units pay only the tripled movement costs. Important: the guaranteed ability of units to move one hex given in rule 9.8 does **NOT** guarantee mechanized units the ability to launch an MA! Units launching MAs must have all the required movement points to pay for the assault or they can't carry it out.

12.12 In order to participate together in the same MA, mechanized units must start the Movement Phase during which the assault is to be launched already stacked together in the same hex.

12.13 Air support points may be used to assist with and defend against MAs. (See rule 14.41.)

12.14 German mechanized units launching MAs are free to continue launching as many MAs as their owner wishes, into the same or as many different hexes as he wishes, as long as the units have sufficient movement points remaining and absorb any combat results as step losses.

Any given Soviet mechanized unit is always limited to making no more than one MA during any one Soviet Movement Phase.

12.15 If any mobile assaulting units absorb even just one increment of their combat result from the MA as a retreat, their move for the turn ends in the final hex of their retreat path.

12.16 No MAs are allowed across the Kerch Straits or the Sivash, nor may they ever be conducted in Mud weather. Units making MAs into city hexes must use their defense factor as their attack strength.

12.17 A mobile assault is considered to be taking place in the hex in which the defending enemy units are located. The stacking limits of the two sides within that hex are mutually exclusive and do not effect each other in any way.

12.18 The immediate combat supply state of both sides, plus the defensive value of the hex side assaulted through and the hex assaulted into, must all be taken into account when calculating combat strengths and odds.

12.19 If mobile assaulting units are to be retreated in order to absorb some or all of their combat result, first place them back in the hex from which they just launched the failed assault, and then carry out their retreat from that launch hex. (See 14.30.)

12.20 There is no automatically available advance-after-combat for victorious mobile assaulters as there is for victorious prepared assaulters. All post-MA advances are dependent on the movement factors still available to the assaulters (provided they haven't retreated).

12.21 Since MAs are always conducted by only one moving stack against one defended hex at a time, the "Concentric Attack" bonus is never available for them.

12.22 Because only one stack of moving attackers may conduct an MA at any one

time, multi-hex MAs are impossible. It is possible, however, for the same stack of defenders to be mobile assaulted more than once, in the same or different hexes, during the same player turn.

12.23 In cases where a mobile assault yields combat results which are completely absorbed as step losses by both sides, yet there remain units of both sides still in the MA hex, choices are as follows. If the attackers were Soviet (since they can only do one MA per unit/stack per turn), place them back in their launch hex. If they have movement factors remaining, they may use them to move off in any legal directions, otherwise, they remain in the launch hex. If the attackers were German, provided they have sufficient movement points, they could stay where they are and immediately relaunch (no kind of reinforcement is possible) another MA (recalculating odds), or they could go back to their launch hex (no movement points are paid out to do that) and go off in whatever direction and launching whatever new MAs they had points remaining to allow for.

12.24 The fact that a mechanized unit launched an MA(s) in the Movement Phase does *not* preclude it from launching a Prepared Assault later that same Player Turn.

13.0 THE FOG OF WAR

13.1 During the Prepared Assault Phase of his Player Turn during Game Turn one, the German player may freely examine Soviet stacks located in hexes adjacent to his ZOMO hexes.

13.2 In all other cases at any other times, it is forbidden to examine your opponent's stacks unless you first commit yourself to making a PA or MA against the particular hex you want to examine. And the examination can be made only the instant the attack itself is launched. (That is, you can't use this rule to say something like, "Well, I'll be slamming into that stack later on this turn for sure, so let's just have a look-see now, eh?")

13.3 Players are also allowed and encouraged to cover the various holding boxes on the map sheet with paper, bricks, furniture, etc., to prevent easy viewing by their opponent.

§13.4 When playing with beginners' rules, it is always permitted to examine what

lies beneath the top unit in your opponent's stacks, and the various holding boxes on the map must be kept uncovered.

14.0 PREPARED ASSAULTS AND COMBAT RESULTS

§14.1 During each side's Prepared Assault Phase, combat is possible between adjacent opposing units. Units are never forced to attack simply because they are next to enemy units; launching an attack is always voluntary.

§14.2 In any Prepared Assault Phase, the player whose turn it is is considered to be the attacker, and the other player the defender, no matter what the overall strategic situation.

§14.3 To resolve a battle (MA or PA), add up the attack factors of all units making the assault (and take into account the various strength penalties given in these rules), then add up the defense factors of all enemy units receiving the assault (taking possible strength reductions due to supply state into account). Divide the defender's available total strength into the attacker's available total strength to obtain an odds ratio. Always round off remainders in favor of the defender. For example, 26 attack factors versus 8 defense factors yields an odds ratio of 3-1.

If odds higher than 8-1 are obtained, use the 8-1 column on the CRT to resolve that battle. If odds lower than 1-3 are obtained, that assault is considered ineffectual and is simply called off after the defeated attacking forces suffers a mandatory one step loss. (In the case of MAs, the ineffectual assaulter would be put back in their launch hex and their movement for the turn is stopped there.)

§14.4 Next, look at the Combat Results Table (CRT) printed on the map sheet and find the column heading corresponding to the odds obtained in the previous step. Roll one six sided die, and check that result under the (in this case) 3-1 column heading. If, for example, the die roll yielded a "3" here, that would yield a printed result on the CRT of "0/3."

§14.5 Those CRT numbers are read as step losses or hexes to be retreated or some combination thereof. Results to the left of the slash apply to the attacking force, and those on the right to the defender.

§14.6 When a "0" (zero) result appears on either side of the slash, that means all units of that side are *not* affected in any way: "no effect." (There might still be an advance-after-combat in such a case, if the battle was a PA and if the other side suffered a result leading that player to abandon the defended hex. See below.)

§14.7 A result of "1," "2," "3" or "4" means the affected units must either lose that number of steps (in total) or *all* be retreated that number of hexes or some combination of those two results. For example, if absorbing a "3" result, the owning player could choose to lose one step from just one unit, and then retreat *all* his involved units (including the one that just took the step loss) two hexes; or he could lose a total of two steps from one or more units, and then retreat all involved units one hex; or he could lose three steps and keep all the survivors in place.

When apportioning out multi-step losses, the owning player has complete freedom. That is, he may have one unit suffer all the losses or he may split them up among several units.

§14.8 Anytime both the attacker and defender receive a result greater than zero on the CRT, the situation is called a "split result." In split results, the defender's result is always fully applied before the attacker's.

If any attacking units remain in their original hex (in PAs only) they may perform an "advance-after-combat," provided the defending hex has been completely emptied of enemy units. In PAs wherein the attackers have been destroyed or pushed out of their assault hex(es), and the defender obtained a final CRT result of "0," those victorious defenders may move forward and occupy the abandoned assault hex(es). Defenders may never advance-after-combat in cases of split results.

§14.9 Advancing and retreating after combat is not considered part of regular movement and has nothing to do with the movement factors printed on the units. Retreating-after-combat may take place as the result of an MA or PA; advancing-after-combat only takes place after PAs.

§14.10 Both sides retreat only their own units. German/Axis units must retreat in as straight a line as possible westward. (Use the hexrows running laterally across the board as "map east" and "map west.")

§14.11 It is generally forbidden for any unit of either side to retreat off the map. There are, however, two exceptions to this. First, German units defending in the Leningrad hex or retreating through that hex from a defeat elsewhere may retreat off the map into Finland. The fate of such units is precisely the same as German sea-evacuees; they are out of play but no total-destruction penalty points are assessed against the German for them.

Second, German and RIH units may retreat off the map through any ZOMO hex. Such a retreat completely absorbs all combat results increments, and those retreated units are again available for map re-entry on the next German/Axis New Units Phase. They must re-enter through a German-controlled ZOMO hex lying within the same country from which they retreated off map. If no such hex is immediately available, they must wait until one is opened up for them.

§14.12 Soviet units may never retreat-after-combat into or through a ZOMO hex unless that particular ZOMO hex(es) was already Soviet controlled before the retreat began.

§14.13 Soviet units must retreat in as straight a line as possible eastward. The Coastal Army, though, always has the option of retreating out to sea and from there back to a friendly port within six hexes. (See rule 10.2.) No other unit in the game, on either side, has the ability to retreat out to sea.

§14.14 Should either side's most direct route be blocked by enemy units or impassable hexsides, units may then veer off as necessary (but keep that veering to the absolute minimum necessary). Other than the Soviet restrictions on ZOMO retreats given in 14.12, units may freely retreat into and through enemy controlled hexes that are empty of actual enemy combat units.

By themselves, intact Soviet fortifications and/or the Mobile Supply Unit are not enough to block German/RIH retreat routes. And the retreat of a German/RIH unit into an empty intact fort *does* serve to wreck that fortification.

§14.15 Retreats-after-combat are figured in hexes, not in normal movement point costs. That is, for example, a four hex retreat must be just that — four hexes, not four movement points, no matter what kind of passable terrain is gone through. Retreating after combat does not give your

units superhuman capabilities. You still can't, for example, retreat across unfrozen lake hexsides, etc.

§14.16 Units stacked together must retreat together, splitting up only if stacking restrictions would be violated in the last hex of their retreat. And, again, keep the split-up distance to the minimum necessary to allow for legal stacking, and all split-up stacks must still have all their component units retreat the same number of hexes.

Retreats must be performed in as straight a line as possible, and no hex of the retreat path may be entered more than once.

§14.17 No defending unit may ever retreat more than four hexes. Should a combat result be raised by modifiers to greater than four, the affected units must absorb that surplus as step losses.

§14.18 In battles wherein units are to absorb their combat result as a combination of step loss(es) and retreat, the step loss is always absorbed first, then the retreat is made.

§14.19 A given Prepared Assault Phase's PAs may be fought out in any order the attacking player desires; he need not declare all his attacks before hand. Any given PA must be completely resolved before the resolution of the next is begun.

§14.20 Any time a unit is prohibited from retreating (by impassable terrain, board edges, etc.), it must absorb the remainder of its combat result as step losses.

§14.21 If some defending units retreat-after-combat from an enemy prepared assault and end up stacked with other friendly units, and that new stack then comes under attack that same phase, the just-retreated units contribute *nothing* to the defense of their new hex. Further, if the new stack suffers a final combat result above zero, the new arrivals are all automatically destroyed, and their destruction does *not* satisfy any of the new hex's combat result.

This rule does not in any way apply to MAs — only PAs. In an MA situation (carried out during the Movement Phase), previously retreated defenders do contribute fully and behave normally in any subsequent combat in their new hex.

§14.22 In a prepared assault, if the attacker clears the defender's hex(es) of all enemy units, he may advance his victorious units in a process called "advance-after-combat."

Like retreats-after-combat, advances have nothing directly to do with printed movement factors on the counters. Unlike retreats, advances-after-combat are figured in movement points, not in hexes.

The victorious attackers are awarded as many advance-after-combat movement points as hexes the defeated defender just retreated. That is, if the defending force had just retreated, say, three hexes, those attacker would now be awarded three points. But just because attackers have been awarded a certain number of points does not mean they can use them all in their advance; there are limitations.

§14.23 Non-mechanized Soviet attackers may never do more than occupy their defeated opponent's vacated hex(es). Mechanized Soviet attackers, provided they were in full supply for their PA, may advance up to two movement points, otherwise, they, too, may only go one hex. This is true in all kinds of weather.

§14.24 RIH units can never advance farther than occupying their defeated opponent's hex(es).

§14.25 In dry weather, fully supplied German mechanized attackers may advance up to four movement points, and fully supplied non-mechanized attackers may go up to two points. ("Full Supply" can be achieved by overland tracing, or air supply. If the attacker's offensive strength was not diminished by supply considerations, he had "full supply." And remember, available German air supply can be committed at any point in the turn sequence.) Less than fully supplied mechanized Germans are held to two points in dry weather, and hex occupation for non-mechanized.

§14.26 In mud weather, the maximum German advance is always only into the defender's vacated hex, no matter what supply states or unit types were involved.

§14.27 In frost, fully supplied German mechanized attackers can again go up to four movement points. Their non-mechanized brethren are again restricted to occupying the defender's hex. Likewise, partially supplied mechanized attackers are also restricted to the defender's hex occupation.

§14.28 Though advance-after-combat is figured in points rather than hexes, there is a minimum guarantee of one hex here similar to the one set out for regular movement in rule 9.8. That is, whenever a

defender is retreated or blown out of his hex in a PA, no matter what the weather or supply situations pertaining, the victorious attackers are always allowed to at least occupy that hex(es). For multi-hex advances point counting is necessary from the very start, and the first hex entered into must always be the defender's just-vacated hex(es).

§14.29 Anytime the attacker (in a PA or MA) achieves odds of 8-1 or higher, the defending force is said to be "DX-ed" ("Dee-ekst"). That means there is no option of retreat open to the defenders; they are simply destroyed. In such cases, the attackers (in PAs) are awarded the maximum number of points allowable for their unit category in the prevailing weather and supply situation.

In multi-unit attack forces, the presence of non-mechanized or RIH units does not hold back the others from using their allowable advance to the fullest. Advancing stacks may split up in any hex after the first.

§14.30 Attacking units in MAs and PAs may never retreat more than one hex. Any result surplus must be absorbed by them as step losses. Further, attacking Soviet units must always absorb at least one increment of their combat result of their step loss. (So a Soviet combat result of "1" must always be taken as a step loss.)

§14.31 There is no artificial limit to the number of PAs a player may make in any of his Prepared Assault Phases. A defending unit may be simultaneously prepared assaulted by units in any or all of the six surrounding hexes. But no unit may launch a PA more than once in any given Prepared Assault Phase, and no enemy unit may be attacked more than once per Prepared Assault Phase.

§14.32 Units in two or more hexes may combine their attack factors and all PA together into a single hex. Defending units stacked in a single hex may not be attacked separately; they may only be assaulted as if they were one large unit. (That last is true of both MAs and PAs.)

§14.33 PAs may involve any number of attacking and defending units. For multi-hex PAs to be resolved as a single battle, though, all the assaulting units must be adjacent to all the defending units.

§14.34 In cases where the attacking player has more than one unit in a hex, not all those units must make a PA into the same

hex. Some could PA into different hexes or simply not assault at all.

§14.35 A given unit's attack and defense strengths are always indivisible, and may not be divided among different battles, either on attack or defense.

§14.36 Only the terrain in the defending unit's hex and any water barriers around its perimeter effect combat. Terrain in the attacking unit's hex has no effect on combat. (Though no attacks are allowed to come out of Lake Ladoga at all, see 9.24.)

§14.37 Defending units in a multi-hex battle always benefit from the most advantageous terrain in those hexes. For example, if two adjacent defenders are being PA-ed in one single battle, and one occupies clear terrain and the other broken terrain, the attack penalties are calculated as if the broken terrain were in both hexes.

§14.38 Units of both sides may make PAs into empty enemy-controlled hexes. These are called "Probing Attacks," and no odds computation or die roll is necessary to resolve them. The automatically victorious attackers may simply advance out to the maximum allowable limits as governed by their type, supply situation, and weather. The first hex of the advance must be into the one just "probed."

Design Note: Though brief, the Probing Attack rule is undoubtedly one of the most important in the game. If you don't master it you will never come close to achieving your side's potential in play.

Many players — particularly German commanders — have complained that with the front as fluid and irregular as it tends to be, particularly in the all-important opening turns, it's a real chore to keep track of exactly which hexes are Soviet controlled. That is true, but I wouldn't change it because I believe it reflects a crucial aspect of this campaign in particular and mobile war in general.

In any well-prosecuted mechanized war the pace will inevitably become so blistering some opportunities will be lost simply because they're not noticed in time to exploit them. Such is the case here. If keeping track of hex control — and marking them with coins or your own control markers from other games is allowable — is too much trouble, fine, don't do it. Guaranteed, though, you won't do as well as someone who does spend the mental energy units to do so.

By setting out this rule I do not mean to

seem to throw my sympathies over to the kind of gamer whose play is so meticulous and boringly slow they often win by putting their opponent to sleep. On the contrary, that goes directly against the spirit I try to achieve in my designs. If you are faced with such an opponent, I recommend adopting a rule beforehand limiting each player turn to no more than 20 minutes duration. At that time all activity stops and the other guy's player turn begins.

In such matches the time spent in the Victory Check Phase should not be counted against either player, and if a player manages to roll for his first PA within his 20 minutes, the clock is then turned off and he is allowed to finish rolling for them all.

14.39 In addition to manmade and natural terrain, supply, and weather, combat results may be effected by eight other variables (or "modifiers"). They are all listed in the following sections.

14.40 Concentric Prepared Assault: If a single hex of defenders is attacked from two opposite sides or from three hexes with empty hexes between each or from more than three hexes, that PA is said to be "Concentric." This raises the defender's combat result off the CRT by one.

In the case of three-hex assaults, the "empty" hexes need *not* actually be without *any* units — it just means they're empty of attackers. Likewise, the presence of a friendly unit(s) adjacent to the defender being concentrically assaulted in no way serves to negate the attacker's achieved concentricity.

14.41 Air Power: Both sides are awarded air power factors on the Turn Record Chart. (The Soviet doesn't get any until turn five.) These points are not represented by actual units in the game, and should be kept track of on a piece of scrap paper if memory is insufficient.

Air power is available to aid in both sides' MAs and PAs. They may not be accumulated from game turn to game turn; those not used during either of their awarding game-turn's player turns are forfeit. Each air factor may participate in one combat support operation, at which time it is considered expended.

The German player may never commit more than two air points to any one battle. RIH units may have airpower committed to them by the German.

The attacker always announces first

whether he will use air power; then the defender must immediately respond with his decision. (And, of course, if the attacker doesn't have any air power available or just doesn't want to use any in a given battle, he must still give the defender a commitment opportunity before rolling the die.)

No unit may have air power committed to its battle unless at the instant of combat there is at least one friendly-controlled and fully supplied (via overland supply) hex within *three* hexes of it. Attackers may figure range to any hex from which the PA is originating or to the hex in which the MA is taking place. Defenders figure range to any hex of the battle in which they have defending units.

Additionally, German units within 3 hexes of the north board edge in or west of Leningrad may have one airpower factor assigned to them (if available from the normal pool of factors, that is), even if there is no on-board friendly controlled and fully supplied hex within range.

Design Note: We assume here the *Luftwaffe* planes are staging out of Finland.

The effect of each factor of air power committed offensively is to, first, on a one-for-one basis, negate any enemy air power available, and second, any left after the negation serve to raise the defender's combat result off the CRT by one. Defensively committed air factors also serve first, and again on a one-to-one basis, to negate any attacking air factors, and then, second, any left over factors serve to lower the defender's result off the combat results table by one.

14.42 Soviet Massed Combined Arms Tactics: This modifier is only available for Soviet PAs. If every hex of a Soviet PA contains at least one attacking army and at least one attacking Mechanized Corps, then "Massed Combined Arms Tactics" are achieved. The German/Axis defender's combat result is therefore increased by one.

Further, *whenever* the Soviet takes step losses in battle, on attack or defense, and he has any mechanized corps involved, all the corps must be given up before step losses are taken from any other Soviet units. This is true even if there was no use of Massed Combined Arms Tactics.

14.43 Shock Armies and the Front Mobile Group: In any Soviet PA in which 50% or more of the available attack factors are provided by Shock Armies and/or the

FMG, the combat result of the German/Axis defenders is increased by one.

14.44 German All-Out Panzer Assault: In any German PA or MA in which that player has at least one full-strength panzer corps participating, he may declare it to be an "All-out panzer assault." After the normal odds computation process, one selected full-strength panzer corps is reduced one step. This loss increases the defender's combat result off the CRT by one. No more than one step may be sacrificed this way per MA or PA, and it may only come from a full-strength panzer corps. This technique may not be used when attacking into Marsh terrain or in Mud weather. The one-step loss does not satisfy any of the combat results obtained by rolling the die — it is extra

14.45 Soviet Cavalry Raids: At this stage of the war, the primary effect Soviet cavalry had at the strategic level was to occasionally stage supply-disrupting raids into German rear areas during conventional attacks launched by other Red units. Accordingly, the Soviet Cavalry Raid marker may be placed atop any stack of German/Axis defenders about to receive a Soviet PA.

For a cavalry raid to be launched, at least one of the Soviet units involved in the PA must be in full overland supply. Further, a cavalry raid may not be launched against defenders in a city or hedgehog. The marker is available for use once each Soviet PA Phase once it enters the game on turn three.

The raid marker's effect is to add three strength points to the Soviet attacker's total offensive strength in the PA.

14.46 4th Airborne Corps: In 1941 the Soviets already had a huge airborne establishment within their army. But due to doctrinal and logistical limitations, only one of the corps, the 4th, was involved in an airdrop of strategic significance during the time period of this game.

The Soviet 4th Airborne Corps must remain in Moscow until such time (if ever) that player decides to use it in an airdrop. (These super-elite troops were billeted at airfields within a 40-mile radius of Red Square. And had no drop been made, those valuable fighters would certainly have been committed to the city's defense.) While in Moscow prior to dropping, the 4th does require normal supply like any other ground unit, but it does not count for stacking.

A drop (made during a Soviet Movement Phase before any regular ground movement takes place) may occur on any turn starting with turn five (September). The 4th is picked up and placed in any empty or Soviet occupied hex within four hexes of Moscow. Place the unit with its weaker side up. If, at the start of the next Soviet New Units Phase, the 4th is still on the map, flip it over to its stronger side again. (When in Moscow before the drop, the unit starts at full strength.) Other than this operation, the 4th may never receive replacements. And the one-time step increase does not count against the normal Soviet replacement pool total.

After the drop, as long as the 4th remains within four hexes of Moscow, and that city is itself in supply and Soviet-controlled, the paratroopers are considered to be automatically fully supplied. Out beyond the four-hexes-from-Moscow range, they must join the regular supply net.

14.47 Hedgehogs: Starting at the very beginning of Game Turn 7, the German may create up to four "hedgehogs" in any town hexes he controls that are eligible for air supply. (No more than one hedgehog per town hex.) They are created just as air supply, by simple declaration at any point during the game turn. (Important Note: German players must realize this ability to declare "at any time" for hedgehogs and air supply does not mean they can do so as a combat die roll is flying through the air. For combat purposes, the Red must allow them the opportunity to declare before beginning odds calculations for each individual battle, but if that opportunity is passed, it is sacrificed for that battle on that turn.)

Each hedgehog created reduces the German air supply capacity by one corps. (Even though the hedgehogged hex may not be surrounded at the strategic level visible in play here, going to an all-around defense implies a willingness to — and provides a near certainty for — being cut off down at the tactical level.)

The effect of forming a hedgehog in a town hex is to turn that place into a city hex for all combat calculation purposes. Additionally, German units defending in hedgehogs must absorb all combat results as step losses. And last, there can be no more than six steps of German units in any hedgehog hex. (That is, no other German/Axis units other than those actually hedgehogged may be present in the hex.)

Once created, hedgehogs may be removed by the German at the start of any of his player turns. Once removed, they may be created again in the same or different town hexes. Hedgehogs may only be created in frost weather. If the Soviet captures a hedgehog hex it is considered destroyed, but the counter is given back to the German and is available for reuse.

15.0 WINNING THE GAME

Design Note: Most players will be frustrated with this game's victory conditions, because of the many drawn games they will produce. That's to be expected and is historically acceptable in this situation. That is, in the real campaign, both the Germans when they invaded and later the Soviets when they counterattacked, wanted this fight to be decisive. But given the sheer size of the theater of operations and the magnitude of the forces committed to it, barring some amazing blunder or stroke of genius by one side or the other, a final strategic decision was probably not reachable within a one-year time.

Players concerned with competitive standings relative to one another should therefore agree, before starting their first match, to determine ultimate superiority by playing an even-numbered series of games (2, 4, 6, etc.), switching sides for each new play. Each player should keep track of the total number of points he earned each time as the German, add these game totals up at the end of the series, and declare the player with the largest tally the "Maximum Winner."

Of course, this will be frustrating for people with the time or inclination to play only one match. There's nothing to be done for it — Hitler and Stalin were frustrated, too, when all they got for their troubles in 1941-42 was a draw.

\$15.1 Sudden-Death Moscow Victory: This kind of victory, the highest kind, is only available up through the end of Game Turn Six (October).

If, at any time before the end of game turn six, the German succeeds in gaining control of the Moscow hex (supply state of the gaining units does not matter), the game ends instantly and that player is declared the winner. For series-play purposes, he is awarded 88 points.

\$15.2 If the German fails to achieve the Sudden-Death Moscow Victory, that par-

ticular match must then be decided on points. Only the German player earns victory points. They are awarded for the capture of strategically important towns, cities and oil fields. (Stalino, the only point-yielding town, represents capture of the economically important Donbas region.)

Keep track of the victory points (VPs) awarded to the German on the VP Track printed on the map sheet. Points are awarded as follows, the instant the hex in question comes under German/Axis control: (The same points would, of course, also be instantly be taken away from the German if he loses control of a given VP hex.) Leningrad-12, Riga-3, Minsk-3, Smolensk-4, Moscow-18, Kiev-5, Odessa-3, Dnepro Petrovsk-3, Sevastopol-4, Stalino-2, Rostov-4, Kharkhov-4, Voronezh-3, Stalingrad-6, Gorki-4, Maikop-5 (83 total).

§15.3 At the end of every Soviet Player Turn starting with game turn 3, a victory check is made. If the German has advanced far enough (as measured by his acquisition of VPs), fast enough, the political shock is considered to have brought down the Communist regime. If during the Victory Check Phase the German is found to have equalled or exceeded the victory point level given on the Turn Record Chart for that turn, he is considered to have won the game and play stops. For series-play purposes he is awarded 87 points if the victory occurs at the end of turn 3, 86 at the end of turn 4, 85 at the end of turn 5, 84 at the end of turn 6, and 83 at the end of turn 7 or later.

§15.4 Most games between players of relatively equal skill levels will probably end with a VP total somewhat less than the ultimate 43 needed by the German to win. In that case, for series-play purposes record the exact final total earned at the end of the game.

If the German point total is driven below 27 after turn 7, play stops immediately and the Soviet player is declared that game's winner. Again, for series play purposes the German would record 27 points if his defeat occurred on turn 8, 28 on turn 9, 29 on turn 10, and 30 on turn 11.

§15.5 The German may lose VPs by being too wasteful with his forces. He must subtract these points from his total when any of these events occur: (And these subtracted points can never be regained.)

-1 point for every Romanian strength step destroyed after the first two.

-2 points if the Italian CSIR unit is totally destroyed.

-1 point if the Hungarian Schnell corps is totally destroyed.

-1 point for every German non-mechanized corps totally destroyed in supply (attenuated or full).

-2 points for every German panzer corps totally destroyed in supply (attenuated or full).

-3 points for every German non-mechanized corps destroyed that had no complete overland supply line open to it at the time of its destruction. (Units totally destroyed in hedgehogs count as unsupplied for this purpose.)

-4 points for every German panzer corps destroyed that had no complete overland supply line open to it at the time of its destruction. (Again, count any totally destroyed panzer hedgehoggers as unsupplied.)

§15.6 As they advance and seize victory point hexes, the supply state of German/Axis units is irrelevant. The points are earned no matter what the seizing units' supply status at the time.

§15.7 As victory conditions now stand, an early German capture of Leningrad, coupled with only adequate performance elsewhere along the front, will pretty much assure that side a win. I did that intentionally because the conversations I've had with many Soviets who were alive and in Russia when Barbarossa was launched convinced me an early seizure of that birthplace of the revolution might well have provided the needed shock to bring about a political collapse.

Also, in purely competitive terms, a German who manages an early capture of Leningrad has so over-matched his game opponent and historical counterparts that, again, I feel a victory award is proper.

And I say that even though many of the

playtesters pointed out the original German plan didn't call for the capture of the city, only its siege. That's true, but the siege called for was not the one the Germans actually set up. Look at the Leningrad-area map elsewhere in this issue. Note that the originally mandated siege perimeter was well within the city limits. Hitler's idea was to avoid costly house-to-house fighting in built up areas by starving them out of the downtown locales.

Further, my guess is had the Germans succeeded in getting that deeply into the city the siege idea would've been scrapped as Hitler pushed for ultimate capture. After all, that's what happened the next year when the same siege/masking procedure was to be used against Stalingrad. The first German units to approach were carried inside the city, virtually by their earlier cross-country momentum, and from then on the idea of a siege was no longer enough to satisfy the *Fuhrer*.

If, however, you're uncomfortable with the standard Leningrad victory point award, try this method instead. During the first four game turns, the victory point value of Leningrad is not automatically what is printed on the map. Instead, at the instant of German capture of that city he should roll a die. Leningrad's victory point award is twice the value rolled, with the important exception that it is never less than six points. (So if you roll a 1, 2 or 3, you get 6 points.)

If the game is still in progress after turn 4, the normal 12 points is ever after awarded for its capture. And if the German captured Leningrad before turn 4, but still hadn't managed to turn out a victory, on turn 5 he would be awarded the difference in points between what he rolled and the 12 points the place is normally worth.

Do You Want To Design Games For Command Magazine?

See the advertisement on page 63 of this issue.

Blitzkrieg 1941

FRONT

©1989, XTR Corp.

1	1	2	2	4	4	5	5	6	6
4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5
7	7	8	8	9	9	10	10	11	11
4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5
12	12	13	13	14	14	15	15	16	16
4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5
17	17	18	18	19	19	20	20	21	21
4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5
22	22	23	23	24	24	25	25	26	26
4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5
27	27	28	28	29	29	30	30	31	31
4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5
32	32	33	33	34	34	35	35	36	36
4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5
37	37	38	38	39	39	40	40	41	41
4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5
42	42	43	43	44	44	45	45	46	46
4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5
47	47	48	48	49	49	50	50	51	51
4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5
52	52	53	53	54	54	55	55	56	56
4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5
57	57	58	58	59	59	60	60	61	61
4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5
62	62	63	63	64	64	65	65	66	66
4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5
67	67	68	68	69	69	70	70	71	71
4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5
72	72	73	73	74	74	75	75	76	76
4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5
77	77	78	78	79	79	80	80	81	81
4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5
82	82	83	83	84	84	85	85	86	86
4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5
87	87	88	88	89	89	90	90	91	91
4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5
92	92	93	93	94	94	95	95	96	96
4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5
97	97	98	98	99	99	100	100	101	101
4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5
102	102	103	103	104	104	105	105	106	106
4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5
107	107	108	108	109	109	110	110	111	111
4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5
112	112	113	113	114	114	115	115	116	116
4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5
117	117	118	118	119	119	120	120	121	121
4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5
122	122	123	123	124	124	125	125	126	126
4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5
127	127	128	128	129	129	130	130	131	131
4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5
132	132	133	133	134	134	135	135	136	136
4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5
137	137	138	138	139	139	140	140	141	141
4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5
142	142	143	143	144	144	145	145	146	146
4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5
147	147	148	148	149	149	150	150	151	151
4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5
152	152	153	153	154	154	155	155	156	156
4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5
157	157	158	158	159	159	160	160	161	161
4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5
162	162	163	163	164	164	165	165	166	166
4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5
167	167	168	168	169	169	170	170	171	171
4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5
172	172	173	173	174	174	175	175	176	176
4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5
177	177	178	178	179	179	180	180	181	181
4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5
182	182	183	183	184	184	185	185	186	186
4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5
187	187	188	188	189	189	190	190	191	191
4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5
192	192	193	193	194	194	195	195	196	196
4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5
197	197	198	198	199	199	200	200	201	201
4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5
202	202	203	203	204	204	205	205	206	206
4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5
207	207	208	208	209	209	210	210	211	211
4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5
212	212	213	213	214	214	215	215	216	216
4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5
217	217	218	218	219	219	220	220	221	221
4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5
222	222	223	223	224	224	225	225	226	226
4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5
227	227	228	228	229	229	230	230	231	231
4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5
232	232	233	233	234	234	235	235	236	236
4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5
237	237	238	238	239	239	240	240		

The Eagle and the Bear

The Russo-Polish War of 1920

by Curtis S. King
with Captain Michael Bigelow

Editor's Intro: Here's an article on one of the most overlooked European wars of the 20th Century. Potentially, this conflict could've been one of our era's most decisive. Had the Bolsheviks managed to conquer Poland and thus achieved a direct link with the various revolutionary regimes and parties then arising in Germany, why, to say the least, everything thereafter would've been totally different.

Given the level of savagery maintained in the decades since, I can't really say things would be worse (or better) if the Soviets had won then — just weirder, for sure.

GDW's classic treatment of this war, Red Star/White Eagle, has slipped (permanently, I believe) out of print. Anyone out there up to doing a one map, 200 counter, treatment of this for Command? Get in touch. (If not the whole thing, maybe just the crucial Warsaw battle.)

"In the West the fate of the world revolution is being decided. Over the corpse of White Poland lies the road to world conflagration. On bayonets we will bring happiness and peace to laboring humanity."

With this fateful order of July 2, 1920, the Revolutionary Military Council of M. N. Tukhachevsky's Western Front announced a dramatic change in the character of the Russian Civil War and the goals of the fledgling Bolshevik state.

At the time of Tukhachevsky's proclamation, the Bolshevik government had been embroiled in a Civil War for almost two years. In late 1918 and early 1919, the Bolsheviks repulsed the attacks of "White" Russian armies from the north near Archangel and from the east out of Siberia. The most serious threat to the new government came from the former Tsarist General, A. I. Denikin, whose White Army advanced out of the Caucasus and threatened Moscow from the south in October, 1919. The Red Army regrouped and crushed Denikin. One of Denikin's subordinates, General P. N. Wrangel, escaped to the Crimean Peninsula with a small remnant of the White Army. For the time being, the Whites did not pose a serious threat to Bolshevik Russia.

Secure in the belief that its internal enemies were vanquished — or at least adequately contained — the Bolshevik leadership had now decided to export its revolution into a hostile neighboring country by force of arms. The governments of Britain and France looked at the Bolshevik invasion of Poland with concern. The new Polish state was the only buffer between the Red Army and Germany, which was already on the edge of its own revolution. Many observers in the west believed the fate of central Europe (that is, Germany) lay in the balance.

At the time of the Bolshevik decision to invade Poland a state of war already existed between the two young governments for over a year. Small scale skirmishing began almost at the instant Poland gained its independence in November of 1918. The treaty of Versailles had created Poland from former German, Austro-Hungarian, and Russian lands, but the border with the new Soviet state was not fixed.

Smaller than Russia in both land and population, Poland nonetheless possessed large numbers of troops who were experienced from the battles of World War I. Organizing these vastly diverse and dispersed veterans would take time. Fortunately for Poland, her once powerful neighbor from the east was deeply involved with its own Civil War throughout 1919. Poland took advantage of Russia's turmoil to seize important borderlands in Byelorussia and Galicia. The Poles captured the cities of Vilna, Minsk, Dvinsk and Mozyr during their advance. These losses, coupled with Denikin's advance in the Caucasus, convinced the Bolshevik high command their new state was in a struggle for its life.

Unknown to V. I. Lenin, L. D. Trotsky and the other members of the Bolshevik leadership, Poland had no desire to destroy the new Soviet state. The Polish campaign of 1919 was completely independent of the advance of Denikin's White armies. Although the Bolsheviks lost territory, the net result of the year's fighting was the destruction of the Bolshevik's internal enemy, Denikin. The Red Army was now free to transfer large reinforcements to face the Poles. Thus, as the new year began, the Red Army would actually be in a stronger position *vis a vis* the Poles despite their loss of land. Recognizing the growing strength of the Soviets, Marshal Josef Pilsudski, political leader of Poland and commander in chief of the Polish Army, decided a preemptive strike by the Poles would disrupt the Red Army buildup.

Pilsudski, the virtual dictator of Poland, was the key Polish leader of the Russo-Polish War. A one-time underground socialist leader and fervent Polish nationalist, Pilsudski was imprisoned by the Tsarist regime which controlled the bulk of Poland prior to World War I. During the war, Pilsudski fought with the Austro-Hungarian Armies in the hope that a Central Powers' victory would lead to an inde-



Soviet officer G. D. Gai



Marshal Pilsudski on a 1988 Polish stamp.

pendent Poland. In any event, the Allied victory in 1918 paved the way for the emergence of a new Polish nation and Josef Pilsudski's own rise to power.

Throughout 1919, Polish diplomats in Versailles secured the new nation's German frontier while Pilsudski campaigned against the Bolsheviks in order to secure Poland's eastern border. The Polish governing body, the *Sejm*, recognized Pilsudski's skills as a military leader and extended his powers in early 1920, making him both head of state and commander in chief. By this time, Pilsudski had shed his ideological identity with socialism, but continued to maintain a Polish nationalist's desire for independence from Russia. Many Poles felt Pilsudski to be both "irresponsible and indispensable."



1929 Soviet stamp commemorating the exploits of 1st Cavalry Army.

With his large mustache and well fitted Polish Marshal's uniform, Pilsudski presented a unique combination of *sang froid* and dramatic flair. His military thinking had been shaped by the campaigns of the eastern front. The vast distances and relatively low troop densities of these campaigns led to a warfare characterized by maneuver and mobility which contrasted sharply with the static warfare of the western front. Because of his experiences, Pilsudski was convinced that "the

side which took the offensive would always win the victory." Certain of the primacy of the offensive, he was determined to launch a preemptive attack on Kiev, the capital of the Ukraine.

Initially, Pilsudski's offensive was successful. Pilsudski reorganized the Polish command structure so he could personally command the main strike force while also retaining overall command of the Polish Army. Thus, he assumed command of an attack group consisting of General Smigly-Rydz's 3rd Army, General Listowski's 2nd Army and General Jan Romer's Cavalry Corps in the vicinity of Shepe Topka. To the north, the 4th Army covered Pilsudski's attack while the 6th Army protected the southern flank.

In April, 1920, Polish artillery signaled the beginning of the offensive, and Smigly-Rydz's men quickly sliced through the Red defenses to capture Zhitomir. The weak Red XII and XIV Armies were forced to retreat. In fact, they withdrew so rapidly Pilsudski was unable to trap any significant number of enemy soldiers. On May 7, Kiev fell and the Poles had several bridgeheads across the Dnepr River. By all appearances, the Polish spoiling attack had been a great victory, but soon this tactical success turned into a bitter, strategic defeat.

Despite his military successes, Pilsudski's offensive was doomed to eventual failure. Pilsudski wanted to use an independent Ukraine with its own army to act as a buffer between the Soviets and the Poles. Toward this end, he recognized Semen Petlura, a leading Ukrainian nationalist, as the ruler of an independent Ukrainian state in May of 1920. In reality, Petlura lacked popular support among the apathetic peasantry and his "army" was no more than a bedraggled collection of armed men. Petlura's forces were no match for the Red Army, and Pilsudski soon saw the necessity of keeping the

Polish Army in the Ukraine to support Petlura. Moreover, the Red High Command's reorganization and massive reinforcement of the armies facing the Poles meant Pilsudski and his Ukrainian allies would be outnumbered by over 50,000 men.

By March, 1920, with General Denikin's White Army crushed, the Bolshevik leadership began moving its forces from the Caucasus to the Polish front. As these reinforcements arrived, the Red High Command divided them into two separate fronts. The vast, impassable swampland of the Pripet Marshes dictated that the Red forces would operate with two distinct commands. The Western Front, under M. N. Tukhachevsky, was positioned north of the swamps while the Southwestern Front, under A. I. Egorov was south of the marshes.

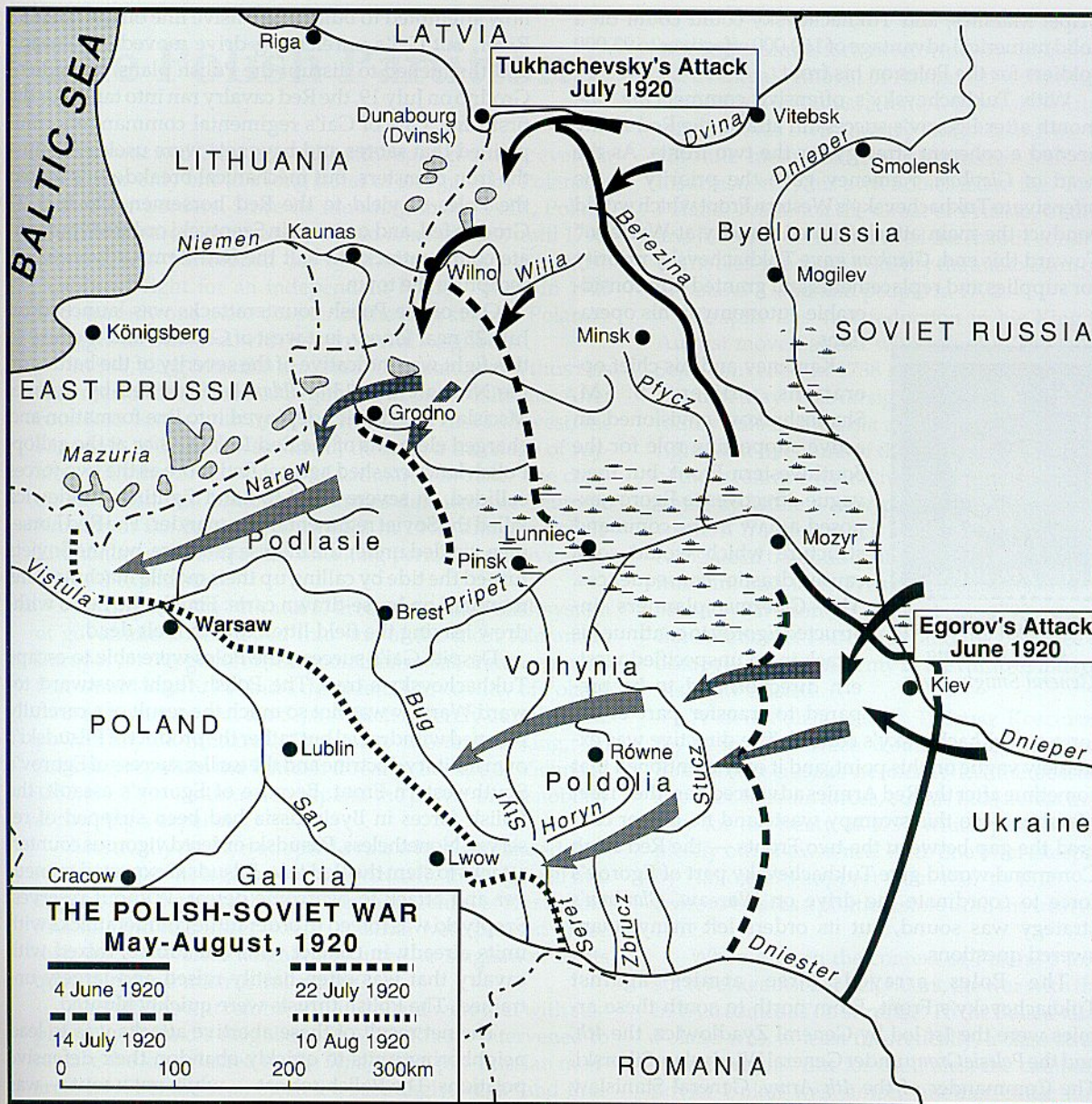
By far the most significant reinforcements for both fronts were the large cavalry forces which had been toughened by battles with the White Armies. Tukhachevsky received G. D. Gai's III Cavalry Corps, while S. M. Budenny's I Cavalry Army rode over 750 miles to join Egorov's Front. Providing overall direction to the two widely distant Fronts was *Glavkom*, the Red Army High Command, led by S. S. Kamenev. In June, 1920, *Glavkom* did not have a long term strategy for the Polish campaign. For the immediate future, *Glavkom* directed Egorov only to push the Poles out of the Ukraine.

With Budenny's cavalry as his principal striking force, Egorov opened his counterattack in early June. Egorov's political commissar, Josef Stalin, described Budenny's concentrated force as "a tight fist" which punched through the Polish lines to recapture Zhitomir. The Red cavalymen showed no mercy as they "literally had to hack [their] way through," the result being that the Poles left on the field 8,000 wounded and killed. On June 12, Egorov's men marched into Kiev.

Terrain dictated that, at least initially, the Red Army offensive would be divided into two separate drives. South of the Pripet Marshes, Egorov's attack rolled past Kiev as Budenny's cavalry shattered the weak succession of defensive lines established by the Polish infantry forces and swept aside the meager counterattacks of Romer's cavalry. Meanwhile, Tukhachevsky's Western Front began an attack of its own.

Only 27 years old, Mikhail Nikolaevich Tukhachevsky was the key Red commander in the campaign. Tukhachevsky's parents were members of the landed gentry. The young Mikhail graduated from Alexandrovsky Military School and joined the elite *Semenovsky Foot-Guards Regiment* as a second lieutenant just as World War I was about to begin. Less than one year later he was taken prisoner. He attempted to escape three times before the Germans moved him to a high security prison in Bevath. (Charles DeGaulle was also imprisoned there, and some historians suggest that Tukhachevsky and DeGaulle may have exchanged notes on military theories.)

Released from prison in 1917, Tukhachevsky attended to family matters and wrestled with the crucial political decision of his life. Finally, he decided to cast his lot with the Bolsheviks. Traveling to Moscow, he joined the Communist Party and offered his services to Trotsky.



In a meteoric rise, Tukhachevsky moved from advisor (military-specialist) to army commander to front commander within two years. During this time he displayed a talent, even brilliance, for maneuver warfare. In early 1919 Tukhachevsky commanded the Red V Army which marched over 350 miles in two months while defeating Kolchak's White Armies in Siberia. By October, Tukhachevsky was a Front Commander in the Caucasus where he led the Red Armies to victory over Denikin. Even as unrelenting a political foe as Stalin was forced to admire Tukhachevsky, and the future Soviet dictator dubbed him "the demon of the Civil War."

Tukhachevsky was similar to Pilsudski in his affinity for an offense strategy. Tukhachevsky had only recently digested Marxist-Leninist theories, yet he fervently embraced them as a part of his military doctrine of the continuous offense. In its most basic form, Tukhachevsky's continuous offense doctrine relied on the revolutionary *esprit* of the soldiers and the growing

strength derived from the spreading revolution to sustain the momentum of the attack. Now in early July, as the Red Western Front prepared to join in with Egorov's attack, Tukhachevsky would have the chance to demonstrate his offense doctrine.

In preparation for his offensive Tukhachevsky reorganized his front and created a "Northern Group" of forces consisting of E. N. Sergeyev's IV Army and G. D. Gai's III Cavalry Corps. Under the overall direction of Sergeyev this force was positioned near Polotsk, and it was prepared to turn the northern flank of the Polish position on the Berezina River.

From north to south, Tukhachevsky arrayed the XV Army under A. L. Kork, the III Army under V. S. Lazarevich, and the XVI Army under J. D. Sollogub. These armies were to apply frontal pressure on the Berezina River line and prevent the Poles from escaping the turning movement of the Northern Group. Thanks in large part to Egorov's successful Kiev counterattack, Pilsudski had shifted many of his reserves south of the

Pripet Marshes, and Tukhachevsky could count on a solid numerical advantage of 160,000 effectives to 93,000 soldiers for the Poles on his front.

With Tukhachevsky's offensive commencing one month after Egorov's successful attack, the Red Army needed a coherent strategy for the two fronts. As the head of *Glavkom*, Kamenev gave the priority of the offensive to Tukhachevsky's Western Front which would conduct the main attack "aimed directly at Warsaw." Toward this end, *Glavkom* gave Tukhachevsky priority for supplies and replacements and granted him considerable autonomy in his operations.



An early 1939 Polish stamp honoring General Smigly-Rydz.

Kamenev and his chief operations officer, B. M. Shaposhnikov, envisioned an active supporting role for the Southwestern Front, but their vague directives to Egorov exposed a flaw in the command structure which would soon cause drastic consequences. The *Glavkom* planners instructed Egorov to continue his attack in an unspecified western direction and to be prepared to transfer part of his

force to Tukhachevsky's control. The directive was extremely vague on this point, and it only mentioned that sometime after the Red Armies advanced past the Pripet Marshes — so this swampy wasteland no longer covered the gap between the two Fronts — the Red High Command would give Tukhachevsky part of Egorov's force to coordinate the drive on Warsaw. *Glavkom*'s strategy was sound, but its orders left many unanswered questions.

The Poles arrayed three armies against Tukhachevsky's Front. From north to south these armies were the 1st led by General Zyadlowicz, the 4th, and the *Polesie Group* under General Wladyslaw Sikorski. The Commander of the 4th Army, General Stanislaw Szeptycki, was also the overall commander for the three armies. Pilsudski had become preoccupied with Egorov's offensive and Szeptycki had few reserves to counter the Red attack. Pilsudski did, however, bombard his subordinate with a constant stream of orders to counterattack all Soviet offensives, which was only natural considering Pilsudski's biases.

On July 4, after an intensive preliminary bombardment, Tukhachevsky's armies swung into action. From the far north, Gai's cavalry sliced behind the Polish positions and totally unhinged Pilsudski's defense. The IV Army followed closely behind the cavalry and the other Red armies launched their frontal attacks to pin down the Polish troops along the Berezina River line. By July 14, Gai's cavalry was in Wilno, and Szeptycki — adhering to Pilsudski's offensive philosophy — ordered his meager reserves to counterattack. The Red IV Army quickly moved to support the III Cavalry Corps and the Northern Group brushed aside the weak Polish counterattack.

With the fall of Wilno, the Berezina line was untenable, and the Polish armies fled westward. Szeptycki

now attempted to build a defensive line on the Nieman River, but Gai's unrelenting drive moved on Grodno and threatened to disrupt the Polish plans. Outside of Grodno on July 19, the Red cavalry ran into tanks for the first time. One of Gai's regimental commanders complained that sabres and bayonets were useless against the iron monsters, but mechanical breakdowns forced the Poles to yield to the Red horsemen. On July 22 Grodno fell, and once again Szeptycki ordered immediate counterattacks to halt the Red Army advance and recapture the town.

One of the Polish counterattacks was launched on July 25 near Janow, just west of Grodno, and the fury of this fight was indicative of the severity of the battles on the Nieman. The 13th Uhlan Regiment led by Colonel Mscislaw Butkiewicz deployed into line formation and charged elements of the Red 15th Division at the gallop. Polish lance crashed against Red sabre as the two forces collided. In severe hand-to-hand fighting Butkiewicz killed the Soviet regimental commander. The Red horsemen yielded under the intense pressure, but the Soviets turned the tide by calling up their mobile machine guns mounted on horse-drawn carts. Finally the Poles withdrew leaving the field littered with their dead.

Despite Gai's success, the Poles were able to escape Tukhachevsky's trap. The Polish flight westward toward Warsaw was not so much the result of a carefully planned withdrawal but rather the product of Pilsudski's own military doctrine and the earlier success of Egorov's Southwestern Front. Because of Egorov's assault, the Polish forces in Byelorussia had been stripped of reserves. Nonetheless, Pilsudski ordered vigorous counterattacks to stem the Red tide. Pilsudski expected maneuver and attack to overcome defeat. Without reserves, Szeptycki was forced to order futile counterattacks with units already in contact with Gai's force, mixed with cavalry that was often hastily raised and largely untrained. The Polish thrusts were quickly blunted.

The net result of these abortive attacks was to lead neighboring units to quickly abandon their defensive positions. The Polish retreat — while not a rout — was simply too fast for the Reds to trap any sizable forces. Quite inadvertently the Polish counterattacks saved the army from total destruction even though they failed in their intended purpose of halting the Red Army attack.

In these early summer days of August the two Red Army Fronts had their offensives in high gear. Only the sheer speed of the Polish withdrawal enabled Pilsudski's armies to avoid total annihilation. On the Southwestern Front Budenny's I Cavalry Army relentlessly pressed forward. This large cavalry force had been split into two groups (one commanded by Budenny himself, and the other by the future Red Army chief of staff K. E. Voroshilov) in an attempt to trap the Polish 3rd Army, but the bulk of this Polish force was able to extricate itself. Likewise, Tukhachevsky's attempts to trap the mass of enemy forces before they could escape westward had failed.

Nonetheless, all of the borderlands lost to Pilsudski's earlier offensive had been retaken, and the Bolshevik leadership faced its fateful choice: stop now or continue the war into Poland. Although Politburo members and military leaders debated the issue, Lenin would have

The Polish Partitions

The war with Russia in 1920, although a dramatic event in itself, was only one in a long series of struggles by Poland to secure her borders. Since its founding in 966 A.D., Poland fought numerous wars and suffered annexations, until 1795, when it was partitioned out of existence. Thus the Polish "nation's" fight for an independent Polish "state" in 1920 marked only one more chapter in the long story of Poland's struggle for survival with her powerful neighbors.

In 966, King Mieszko accepted Christianity and thus this date marks the traditional beginning of the Polish state. After countless battles with invaders from both east and west, the Kingdom of Poland was joined, through a marriage of royalty, with the Grand Duchy of Lithuania in 1385. The combined Polish and Lithuanian armies defeated the Teutonic Knights at the battle of Grunwald in 1410, and the Polish-Lithuanian state embarked on a long period of relative security and expansion.

Throughout the 16th and 17th centuries the Polish system of government developed into one of the most tolerant in Europe; yet this government contained an inherent weakness that would lead to Poland's downfall. The nobility of Poland formed a parliament, the *Sejm*, which severely curtailed the powers of the monarch. Even after the famed King, Jan Sobieski, repulsed the Turkish threat to Europe at Vienna in 1683, the *Sejm* continued to expand the power of the nobility at the king's expense.

Eventually the *Sejm* adopted a rule which demanded unanimity in all of its legislation, thus virtually locking itself into impotence. Of course the absolute monarchies of Russia and Prussia (and to a lesser extent, Austria) were pleased to see their once powerful neighbor reduced to stagnation by its quarreling and mistrustful gentry.

Any attempts at reform within Poland were met with suspicion by Poland's neighbors. In 1733, Russia intervened to replace the king elected by the *Sejm* with a pro-Russian monarch. In 1764, the *Sejm* elected a seemingly weak (and thus acceptable to Russia) king named Stanislaw August Poniatowski. Sadly, the new king proved to be a capable leader

whose genuine efforts at reform led to frequent invasions and the eventual removal of Poland from the map of Europe.

Stanislaw August attempted to walk the fine line between reform in his own country and pleasing the more powerful absolute monarchs that surrounded him. Nonetheless an insurrection by his own nobles led to the "First Partition" of Poland. Frederick the Great of Prussia, Catherine of Russia and Joseph II of Austria used the chaotic conditions caused by the nobles' rebellion to justify the annexation of almost a third of Poland's land and people in 1772.

Despite this vast reduction in his Kingdom, Stanislaw August moved ahead with reforms. The famous Four-Year Sejm convened in 1788 and drafted the Constitution of the Third of May. This farsighted document eliminated the unanimity rule in the *Sejm* and contained many guarantees for rights and freedoms of the peasantry of Poland. Sadly, many of these reforms would never be put to use; Russia would not stand by while a new parliamentary nation formed on its western frontier. After a brief invasion, Stanislaw August recognized the futility of continued resistance and gave in to Russian, and later Prussian, demands. The result was the Second Partition of Poland in 1793, the repeal of the Constitution of Third May, and the presence of a permanent occupying Russian Army in the rump of independent Poland that now existed.

A new Polish leader, Tadeusz Kosciuszko, sparked a revolt in 1794 which would end in the Third Partition of Poland. Kosciuszko heroically led the peasants against the superior Russian forces, but his final defeat in 1795 paved the way for the treaty of 1797 which partitioned Poland completely out of existence. With one brief exception — sparked by Napoleon's support from 1807 to 1815 — Poland would cease to exist as a political state until the treaty of Versailles in 1919.

When seen in the context of Poland's long struggle for survival against her neighbors, the war with the Soviet Union in 1920 comes as no surprise. To the Bolsheviks the fight with Poland was, at least theoretically, a class struggle with economic origins. But for the Poles, the campaign against the Soviet Union was simply another battle for survival in a seemingly endless series of wars with her aggressive neighbor to the east.

the final decision. At the strong urging of Egorov and especially Tukhachevsky, Lenin decided to gamble on the ability of the young Red Army to export a revolution by arms. On July 17 the Soviet Politburo formally rejected Allied pleas not to cross the Bug River and the liberation — or invasion — of Poland was on. A decisive Bolshevik victory seemed in the making.

Despite the appearance of an inevitable Red triumph the situation was not really so assured. The rear areas of the two fronts were a shambles. Especially in Tukhachevsky's Western Front (which had conducted continuous offensive action for over a month without pause) the supply system was a disaster. Replacements had not had time to catch up, the roads were clogged beyond control, and the expected Polish revolutionary uprising had failed to materialize.

In addition an Allied mission had arrived — led by General Maxime Weygand, the former chief of staff for

the Allied Commander in Chief, Marshal Ferdinand Foch. While Weygand's assistance — in the form of strategic advice — was questionable at best, the arrival of the mission did mark a reaffirmation of Anglo-French support for the Poles and the continued supply of material (especially small arms and ammunition) from the Allies.

But far and away the most ominous development in the Red advance was the growing gap between the two Fronts, both in strategic coordination and in physical distance.

In late July Kamenev had directed Egorov to advance his armies west and northwest and to make contact with Tukhachevsky's left wing by August 4. This directive also specified that the *I Cavalry Army* and *XIVth Army* would continue their vigorous pursuit of the Polish *6th Army* and cover Lwow while operating "in the properly decided direction." Unfortunately any Soviet pursuit in



the direction of Lwów would pull Egorov's forces too far south to allow effective coordination with Tukhachevsky.

The lack of clarity in this directive was astounding. Tukhachevsky, believing all elements of the Red Army command still thought of his offensive as the main effort, fully expected Egorov's forces to strike northwest toward Lublin, a full 150 miles closer to his flank than Lwów. An attack in this direction would strongly support Tukhachevsky's drive on Warsaw. However, for Egorov the "properly decided direction" was west toward Lwów. Urged on by his political Commissar, Josef Stalin, Egorov was seeking a more independent role and perhaps more glory. As a consequence the Southwestern Front made no change in direction, and at the beginning of August, Egorov was preparing to invest Lwów.

As Egorov's forces continued to diverge from Tukhachevsky's Front, Red Army planning was further complicated by a new White Russian offensive. The

heretofore dormant White forces in the Crimea, under the command of Wrangel, stirred from their defensive positions, lunged north, and crushed the one Red Army in their path. *Glavkom* now had to deal with a new enemy that threatened the flank and rear of Egorov's Southwestern Front. On August 2 two divisions were taken from the *XII Army* for use against Wrangel.

At this time Kamenev was also planning a reorganization of the command structure. Kamenev considered executing part of his earlier directive by transferring part of Egorov's forces to Tukhachevsky's control. Instead *Glavkom* gave Egorov responsibility for containing Wrangel's advance while still ordering the Southwestern Front to cooperate with Tukhachevsky. These ambiguous strategic assignments, along with *Glavkom's* tacit approval of the Lwów operation meant Egorov's Front was responsible for offensives in widely divergent directions.

On August 3, Tukhachevsky made a fateful decision to outflank the Polish line on the Vistula river with a

wide swing north of Warsaw. Tukhachevsky lacked heavy artillery and the supplies and replacements he needed to conduct a pitched battle were hopelessly entangled in the welter of confusion that the Western Front called its "line of communications." He could not afford to attack the fortified region of Warsaw head-on, therefore he planned for one last flanking movement. Gai's *III Cavalry Corps* and the *IV Red Army* were ordered north and west past the Polish defenses. In this way Tukhachevsky hoped to cut the link between Danzig and Warsaw and force the Poles from their fortified position on the Vistula. Of course such a move pulled his front further north and away from Egorov's forces. For his attack to succeed Tukhachevsky, now more than ever, relied on the cooperation of the Southwestern Front.

August 6 was a critical day for both the Polish and Red high commands. For the Poles, this was the day Pilsudski ordered the assembly of his forces for a major counterattack. For the Reds the 6th marked the beginning of the movement of Tukhachevsky's armies north of Warsaw and the first attempt in a long series of confused actions to try to bring Egorov's front to support the Warsaw battle.

Pilsudski had been contemplating a counterattack for quite some time. At each of the major rivers he had sought to gather a reserve and strike Tukhachevsky's exposed forces, but each time Tukhachevsky's unrelenting offensive had been able to pry the defending Poles from their defensive lines and force another retreat. Now at the eleventh hour he set his plans in motion. On August 6 the Polish Marshal gathered five of his twenty battle-worthy divisions into a striking force positioned on Tukhachevsky's open flank at the Wieprz River.

Part of this force was the elite *1st* and *3rd Legionary Divisions*, which were drawn from the fighting around Lwow. To Pilsudski the gamble of pulling his best troops out of the Lwow fight was necessitated by the strategic importance of Warsaw. What was obvious to Pilsudski — and at the same time painfully unclear to Kamenev and Egorov — was that the Polish campaign would be decided on the Vistula, not in Lwow.

Not surprisingly, Tukhachevsky also felt Warsaw was the strategic key to the campaign, and on the 6th he asked *Glavkom* for control of G. K. Vostanov's *XIIth Army* and Budenny's *I Cavalry Army*. Kamenev and Shaposhnikov hesitated. Wildly over-optimistic they may have felt Tukhachevsky could handle the Polish situation with his current forces, and Tukhachevsky's overconfident reports from the front did little to dispel *Glavkom's* impressions. Meanwhile Egorov's forces moved into position around Lwow.

Outside Warsaw the desperate battle was about to begin. On August 10 Tukhachevsky ordered Gai's *Cavalry Corps* and Sergeyev's *IV Army* to continue their movement to the north and west of Warsaw while his *XV, III, and XVI Armies* came to grips directly with the fortified region of Warsaw.

Tukhachevsky continued his move north of Warsaw despite the fact that he had a copy of Pilsudski's orders from August 6 which had been taken from the dead body of a Polish officer near Chelm. Rash and impatient by nature, Tukhachevsky chose to ignore the captured

documents. He still hoped his advance could trigger a revolution in Warsaw, and he hoped his continued momentum would unbalance the Polish counterattack plans. He also fully believed he would soon have part of Egorov's force under his command and that this force would close the gap on his southern flank.

The Polish commander north of Warsaw, General Sikorski, gathered forces to try to stop Tukhachevsky's flank attack. He sent a call throughout the area for all patriotic citizens to rally to the cause of Polish independence. His call was overwhelmingly answered and he formed a *Volunteer Division* from these reinforcements. In addition, university students, women, and even priests reported to the front to assist.

Of course few of the women and clergymen would see combat, but their efforts are indicative of the groundswell of popular support which sustained the Polish effort at this critical juncture. With these hastily gathered forces Sikorski fought a heroic action north of Warsaw on the Wkra River. This action bought Pilsudski crucial time from August 10 to August 16 to assemble his counterattacking units south of Warsaw.

On August 11, *Glavkom* awoke to the dangers of Tukhachevsky's open left flank. Kamenev ordered Egorov to break off the Lwow operation and to move northwest toward Lublin. This move would bring the Southwestern Front into a position that would threaten Warsaw from the south and close the gap between the two fronts. Moreover, although unknown to *Glavkom*, such a move would put powerful Red forces directly on the flank of Pilsudski's strike force, and in all likelihood, completely disrupt the Polish counterattack. Nonetheless Egorov balked at the proposal. Instead he, Stalin, and Budenny urged that elements of the *I Cavalry Army* be committed against Wrangel and the attack on Lwow be continued. As the Red high command debated, soldiers of the *1st* and *3rd Legionary Divisions* were beginning to detrain on the Wieprz.

Glavkom finally issued a firm, unmistakable order to Egorov on August 13 to transfer the *I Cavalry Army* and the *XII Army* to Tukhachevsky's control. The message was sent in cipher and delays in decoding the order meant Budenny was not notified of the move until the 14th. Furthermore, Egorov neglected to order Budenny to disengage from the heavy fighting at Brody (north-east Lwow).

On the 15th Tukhachevsky signaled both Budenny and Vostanov to begin their move toward Lublin. By a twist of fate Tukhachevsky's order was not countersigned by his political commissar, and thus was not valid by Bolshevik regulation. Not surprisingly, Budenny demanded confirmation of the order which did not arrive until August 17. Budenny would take another three days to extricate his army from Lwow, but by then the campaign had already reached its most decisive point.

While a complex web of order and counter-order was entangling Red Army forces in Lwow, Pilsudski launched his counterattack. Originally planned for August 17, the opening day of the counterattack was moved up one day as General Haller's hard pressed forces in Warsaw pleaded for some action to relieve the danger to the capital. On August 16, Pilsudski jour-

Soviet Postmortems

After Tukhachevsky's repulse at the gates of Warsaw, the Soviet hierarchy embarked on a path of accusation and counter-accusation among its leaders which was to last for over two decades. For the commanders and most political leaders, avoiding blame for the failure in Poland was a matter of personal and professional pride. However, for one political commissar, Josef Stalin, the defeat at Warsaw was the event that would prove a litmus test for the political reliability of many of his victims in the bloody purges of 1936-39.

Less than one year after the Treaty of Riga, Stalin opened his barrage of accusations during the 10th Party Congress with a searing indictment of Tukhachevsky's political commissar, I. Smilga. Stalin accused Smilga of poor organization and a failure to adhere to the timetable for the capture of Warsaw.

Trotsky defended Smilga and correctly pointed out the absurdity of Stalin's argument and Stalin's role in ignoring and disobeying the orders transferring the *I Cavalry Army* to Tukhachevsky's control. Stalin would force Trotsky into exile in 1928 and mastermind Trotsky's assassination in Mexico in 1940. For Smilga, Stalin arranged a "show" trial and execution in 1936.

In 1922, S. S. Kamenev explained his position on the campaign. He spoke of the mistakes made on all sides, including Tukhachevsky's overoptimistic "hook" north of Warsaw. Nonetheless, he pointed to the misuse of Budenny's Cavalry Army as the major mistake. Kamenev would die mysteriously in 1936.

Tukhachevsky would give his views in a series of lectures at the War Academy in 1923. Naturally, Tukhachevsky defended his move north of Warsaw by pointing out his right "hook" was made with more than enough time to allow for the *I Cavalry Army* to close the gap between the two Soviet Fronts. For Tukhachevsky, Stalin held a secret trial and execution in 1937.

Aside from the major actors in the campaign, Stalin also judged the many lesser players by their position in the War-

saw battle. The commander of the *XV Army* of Northwestern Front, A. I. Kork, was shot along with Tukhachevsky in 1937, as was V. K. Putna, a division commander. Also, G. K. Ordzhonikidze, a political commissar for the *XIV* and *XVI Red Armies*, died mysteriously in 1937. (Krushchev claimed that Ordzhonikidze shot himself because of persecution by Stalin's NKVD.)

On the other hand many of the leaders in the Southwestern Front were able to survive Stalin's purges. K. E. Voroshilov, utterly mediocre and unimaginative, was a commander in the *I Cavalry Army*, and he rose to the position of Defense Commissar. Similarly, repeated demonstrations of incompetence could not dissuade Stalin from appointing his old friend Budenny to many key positions in World War II. Men such as G. K. Zhukov and S. K. Timoshenko also rose to high positions in World War II after fighting alongside Stalin with the *I Cavalry Army*.

Two exceptions to Stalin's apparent loyalty test bear mentioning. I. E. Yakir, an army commander in the Southwestern Front, was executed with Tukhachevsky in 1937. Despite his ties with the Southwestern Front, Yakir, like I. P. Uborevich (who did not fight in the Polish Campaign) was clearly executed because of his vocal support of both Tukhachevsky and the reforms of the Red Army in the mid-1930s.

The reasons for Egorov's fall from favor after 1937 are less obvious. Although Egorov was never openly critical of Stalin, he did support many of Tukhachevsky's reforms of the Red Army. He survived the first group of military purges in 1937, but was removed from senior command and died in 1941. Perhaps Egorov made the mistake of speaking out against the tragedy of Stalin's purges, but the exact reasons for his death may never be known.

Certainly it would be difficult to believe the Polish Campaign was Stalin's only criterion for selecting the victims of his purges. Too many commanders, such as V. K. Blyukher and R. P. Eideman, were executed without having had anything to do with the campaign. Nonetheless, in the unbounded realm of Stalin's paranoia where disloyal military commanders plotted at every turn, the best proof of political reliability was a position in the Southwestern Front in 1920.

neyed to the front to take personal command of the counterattacking forces, and the Polish attack moved north into the open gap of the Western Front's left flank.

The Polish Marshal positioned the *1st* and *3rd Legionary Divisions* on his right, or eastern, flank and gave them orders to seize Bialystok and Brest, which would sever Tukhachevsky's lines of communication. The rest of the counterattacking force was to advance much closer to Warsaw and hit Tukhachevsky's left flank and roll it up from south to north.

The Western Front's flank was so unguarded the Polish forces did not make contact with any significant Red forces on the first day. For a short time the strain was unbearable as Pilsudski's force failed to come to grips with any enemy, while Tukhachevsky's northern thrust threatened to unhinge the entire Warsaw defensive position. Pilsudski later wrote that at first the attack "seemed like a dream," and he came to the conclusion that "somewhere or other an ambush was being laid for us."

Finally units under General Smigly-Rydz made con-

tact with the rear of the *XVI Army* late on the evening of August 17. Again, Pilsudski recalled, "I remember as if it were yesterday, the moment when, just before I was going to bed, drinking a cup of tea beside my bed, I started up when I heard at last the echoes of my real life, the low growl of cannon coming from the north. So there was an enemy after all."

Within three astonishing days, Tukhachevsky's seemingly invincible armies now faced disaster. The Soviet commander tried desperately to save his front. The *XVI Army* was pulled back and turned south to face the Polish advance, but it quickly folded under the pressure of attacks from the rejuvenated Polish cavalry and threat to their rear posed by the *Legionary Divisions*.

Now it was the turn of the Red *III Army*. As it desperately tried to disengage from Warsaw to its front, this army too found its flank caught in the Polish trap. Soon the *III Army* was also fleeing rapidly to the east. On August 20, Tukhachevsky recognized he could not possibly stop the Polish counterattack and continue his

assault on Warsaw. He ordered a withdrawal to the Narew River and the XV Army soon joined the XVI and III Armies in their eastern retreat.

While the sheer speed of the Western Front's collapse enabled Tukhachevsky's three southern armies to escape annihilation, the same could not be said for the two northern units trapped in the Polish corridor. Caught too far west, Ghai's *Cavalry Corps* and Sergeyev's *IV Army* turned east and attempted to cut their way out. The *IV Army*, which consisted of mostly infantry, was simply too slow to have any hope of catching up with Tukhachevsky's retreating front.

Caught between Sikorski's Northern Group and Smigly-Rydz's counterattacking division, Sergeyev's men were trapped near Kolno. After enduring fierce artillery bombardments and repeated attacks, the *IV Army* crossed into neutral East Prussia where it was disarmed and interred for the rest of the campaign.

Starting its withdrawal even further west, Ghai's cavalry rode 30 miles a day in an attempt to escape the Polish trap. On August 21, they evaded the Polish cavalry of Colonel Orlicz-Dresser. The next day Sikorski's group trapped Ghai's force with four divisions. In a daring midnight assault the Red cavalry cut their way through the Polish lines. On the 23rd, Ghai's corps also sliced through the Volunteer Division. Finally, on August 25, Ghai's dramatic odyssey came to an end. The *1st* and *3rd Legionary Divisions* pushed the decimated Red horsemen into a box on the East Prussian border. Short of ammunition, food, and forage, Ghai's brave soldiers were forced to join their comrades of the *IV Army* in East Prussia internment.

Belatedly, Budenny's cavalry finally moved to help its neighbors to the north. By now the Polish strike force (left to the command of Smigly-Rydz as Pilsudski returned to Warsaw) was far from where the *I Cavalry Army* could decisively engage it. On September 12, contact was finally made, but it came from an unexpected source — the Polish *3rd Army*. Pilsudski transferred Sikorski to the command of the *3rd Army* and gave him overall responsibility for defeating Budenny. With fresh reinforcements, the *3rd Army* moved south and trapped the *I Cavalry Army* between itself and General Haller's group in a gigantic pincer movement. Now it was Budenny's turn to have to cut his way out of Polish encirclement. Although more successful than Gai's cavalry, Budenny's army was a decimated force by the time it reached friendly lines on September 2.

During Budenny's retreat, the *I Cavalry Army* was forced to fight a series of running engagements for over 60 miles. One of these fights, the charge of Colonel Julius Rommel's cavalry division near St. Antoniowky, was the last clash of mass cavalry forces seen on the continent of Europe.

In the early morning of August 31, the action began with a spirited charge by the Polish *2nd Hussars* and *8th Uhlans Regiments* against elements of the Red *6th Cavalry Division*. The fury of the assault pushed the Red cavalrymen across a small marsh where the Soviets brought up their machine guns mounted on horse-drawn carts. Even at this early hour the field was already littered with dead men and horses. As the afternoon approached, the

Soviets reinforced their forces with the remaining elements of the *6th Cavalry Division*.

The Poles were now witnesses to a grand spectacle. Several thousand Red cavalrymen emerged from the woods and marshes and they began yelling, whistling, and banging their sabres in the best cossack tradition. The *9th Uhlans Regiment* was the only fresh unit readily available to the Poles, and it immediately plunged into the Soviet horse at the gallop. What then ensued was a confusing melee of lance, sabre, revolvers, and even daggers. Suddenly the combatants heard shouts of "urrah" from the Polish right flank. The *8th Uhlans*, with Colonel Rommel at their head, crashed head-on into the Red flank. Again the Soviets were forced to yield the battlefield — this time for good. They left behind a field covered with "human and equine debris."

On September 20, Pilsudski's pursuing armies caught up with the *III Army* and hammered it to pieces near Grodno. Tukhachevsky, now in charge of all forces facing the Poles, continued his withdrawal back past the Bug River. Despite the tremendous losses suffered in the counterattack, the Reds received over 50,000 reinforcements as they doubled back on their own confused rear area. Tukhachevsky stabilized his front east of the Nieman River and began the transfer of some units (including Budenny's cavalry) to Egorov to face Wrangel. For the Bolsheviks the heady optimism of July was now a distant dream, and stopping Wrangel's advance replaced the Poles as the major effort of the Red Army.

Negotiations with the Poles began on September 21, and the Bolshevik diplomats desperately sought an armistice in order to concentrate against the White Armies in the Crimea. The armistice was signed on October 12 (later to be confirmed as the Treaty of Riga), and hostilities ended between the Reds and the Poles.

The dream of world revolution by armed force was buried. For the Bolsheviks this defeat was a bitter pill to swallow, but it was not the final chapter in the Russian Revolution. The Reds recovered from their defeat and crushed Wrangel, thus ending the final White threat to the Bolshevik regime.

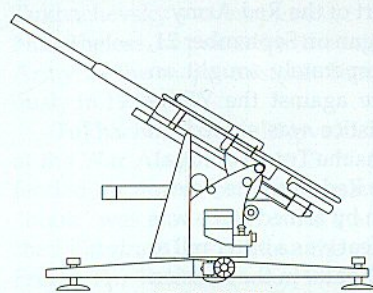
Although the shooting stopped in 1920, the battle of recriminations continued for many more years. In this "battle," Stalin and his cronies of the Southwestern Front would emerge victorious. Tukhachevsky — young, ambitious, perhaps overly rash — would become the great reformer of the Red Army and proponent of the mechanized battle of depth. In 1937 he would be shot by Stalin's henchmen along with many of those who had opposed Stalin's ideas in the Polish campaign. Ironically in 1941 Egorov would also vanish, presumably executed by Stalin for joining the Tukhachevsky camp and supporting his reforms.

On the other hand, the Poles gained substantial land as a result of their war against Russia. Pilsudski also solidified his position as virtual dictator of Poland. The new fledgling nation believed its eastern borders were secure for years to come. Unfortunately, while the Polish leaders felt content with their eastern frontier, to the west a new enemy, far more dangerous than Bolshevik Russia, was rising. Poland had less than twenty years of independence before being engulfed in a new and grimmer ordeal. ■

Fletching the Arrows: The Luftwaffe in Spain

by James P. Werbaneth

By 1936, extremist political machinations had led to the decay of parliamentary democracy in Spain. Corresponding to the threat of communist revolution was a forming right-wing counterrevolution centered on the military. In July, 1936, this counterrevolution swung into action with the revolt of the garrisons in North Africa under General Francisco Franco. His Nationalists' message was that if the left-wing government in Madrid could not keep order in the midst of assassinations and other political violence, the army was perfectly willing to do so. The Spanish Civil War was underway.



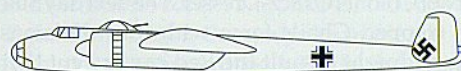
Flak 18/36

8.8 cm, 9800 lbs, 20 lb shell,
35700'VR, 2755 fps, 12-15 rpm

Franco attracted the support of the right and much of the center, and would have been enthusiastically welcomed throughout much of Spain. His problem was that his forces could not find adequate transportation out of Africa. He appealed to Germany and Italy for assistance.

The major powers of Europe had pledged not to interfere in the struggle. But Hitler and

Mussolini came to Franco's aid anyway. They were not the only "noninterventionist interventionists," as France and the USSR supplied the leftist, Republican side. Ultimately, however, the help coming to the Nationalists would be more decisive.



Dornier Do.17M,P

1937, 59' span, 255 mph, 620 mls,
22965'SC, 3 mgs, 2205 lbs B

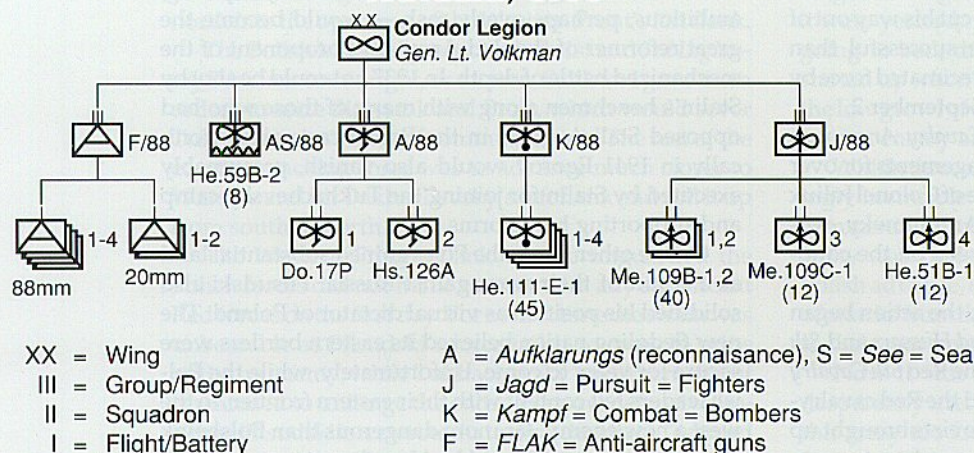
Germany unofficially loaned Franco twenty Ju-52/3 air transports, which along with Italian Savoia-Marchetti S.M-81s, ferried about 14,000 troops and 300 tons of supplies from Tangier to Seville in August and September. Once in Spain, the Nationalists were able to compete for power.

The Third Reich did not stop with transports. It sent the Condor Legion. Overwhelmingly a *Luftwaffe* entity, it was first commanded by General Hugo Sperrle, with General Wolfram von Richthofen as his chief of staff, both of the air force. At first the Condor Legion included thirty Ju-52s in a bombing role, three squadrons of Heinkel He 51 fighters and some reconnaissance aircraft.

One of the worst effects of the Versailles Treaty's ban of a German air force was the erosion of German air tactics. At first the Condor Legion's fighter pilots flew in large, unwieldy formations that made them pay more attention to avoiding collision than seeking out and destroying the enemy. Between this and the technological superiority of the planes sent to the Republicans by Moscow, the Nationalists were hard-pressed in the air.

Matters changed with the expansion of the Condor Legion. It grew to about two hundred aircraft, including advanced Dornier Do-17 and Heinkel He-111 bombers, the Ju-87 Stuka dive

Air Elements, Condor Legion Autumn, 1938



Information extracted, by permission, from *The Wehrmacht Strikes*, by Ronald L. Tarnstrom, published by Trogen Books.

bomber and the Messerschmitt Bf-109 fighter. The last was one of the great planes of the world war to come, even if retained in service too long, and was much more capable than its predecessor of dealing with Republican fighters when it arrived in mid-1938.

Equally important was the abandonment of rigid, mass tactics in favor of flexible ones more suited to combat than an airshow. The great German fighter pilot and tactician Werner Mölders devised the "finger-four" formation, which was readily broken down into optimal units of leader and wingman.

Communist political constraints kept the Republicans from effectively responding, and thus from coping. The balance tilted in the Nationalists' favor.

Air superiority enabled them to call on close air support in lieu of heavy artillery. In fact, the bombers at their disposal were still sufficiently vulnerable to enemy fighters that air superiority became a prerequisite.

It was in Spain that the *Luftwaffe* learned the rudiments of dive bombing. Von Richtofen was at first an opponent of the method, first witnessed by German officers in the United States, on the grounds that *Flak* at low altitudes would be too potent. But in Spain he was a prime mover of its development.

The Ju-87 was the preferred platform, and was equipped with a swinging crutch to throw the bomb well clear of the fuselage. But another problem appeared, that of pilots blacking out from the strains of the power dive. This too was solved with technology. A device similar to an autopilot was installed that assisted the pilot in pulling out, and simple red lines were painted on his side window to indicate 60°, 75°, and 80° dives.

The Stukas were used heavily in interdiction strikes

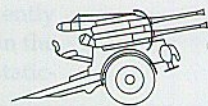
and raids on ports. In this was one of the few lessons of the Spanish Civil War missed by the Germans. Although the port attacks caused far greater economic than military damage, the Germans failed to appreciate strategic bombing, concentrating too heavily on tactical concerns.

The most infamous Condor Legion air action was the 25 April 1937 attack on the Basque town of Guernica. Although contemporary bomb loads were too small for really decisive results, the raid was terrible from the perspective of Guernica's people and set the precedent for much more horrifying urban raids throughout the next war, starting with Warsaw and ending at Nagasaki.

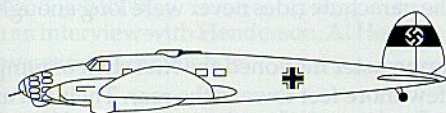
Largely absent from Germany's contribution to the Spanish Civil War was the other element of *Blitzkrieg* — armor. In September, 1936, the Condor Legion's ground element arriving in Spain consisted of only two tank companies and an anti-aircraft battery. When German involvement ended in 1938, there were only 45 tanks and 36 batteries of anti-tank guns. No tank heavier than the *Pzkw I* ever served in the Condor Legion.

There is no disputing the importance of the Spanish Civil War in the growth of German airpower. The aerial cyclone that overwhelmed Poland and France, and with the latter the favorite assumptions of the Allies, started in the skies of Spain. However, as the Condor Legion was an air enterprise, it was too specifically a tactical air enterprise, and thus the Germans failed to fully grasp the importance of independent airpower.

(Editor's Comment: In an upcoming issue we'll have a piece chronicling the *Luftwaffe*'s role in the campaigns of 1939-42.)

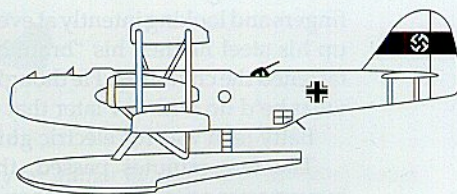


Flakvierling 38
2 cm, 2979 lbs, 0.3 lb shell
7215°VR, 2950 fps, 830 rpm

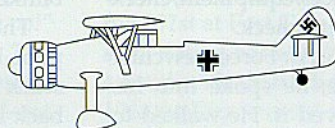


Heinkel He.111B
1936, 74' span, 230 mph, 1030 mls,
22966°SC, 3 mgs, 3307 lbs B

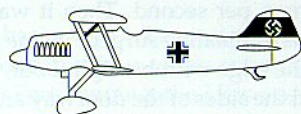
Heinkel He.111E,F,J
1938, 74' span, 261 mph, 932 mls,
22620°SC, 3 mgs, 2205 lbs B



Heinkel He.59B
1931, 78' span, 137 mph, 585 mls,
11/6560°, 11480°SC, 3 mgs, 2205 lbs B



Henschel Hs.126A
1936, 48' span, 221 mph, 440 mls
29520°SC, 2 mgs, 220 lbs B



Heinkel He.51B
1933, 36' span, 205 mph, 248 mls
16/19680°, 25250°SC, 2 mgs, 210 lbs B



Messerschmitt Bf.109B,C
1935, 32' span, 289 (292) mph, 430 mls,
9.8/19680°, 26730°SC, 3 (4) mgs

When Private Hendrix Kissed the Sky

by Marty Kufus

Editor's Intro: *Not your typical airborne piece. Not your typical airborne soldier.*

The four-engine transport airplane circled in a wide "racetrack" above the drop zone on Fort Campbell, Kentucky. Crowded on board the silver C-130, like OD-green sardines in a shiny tin, was a platoon of Army paratroopers. In the 101st Airborne Division, everybody jumped — combat-arms and support troops alike, volunteers all. Everybody liked the jump pay — \$55 a month for enlisted men — but some of the paratroopers secretly dreaded the jumps. Others just did it and didn't think too much about it. Private James Marshall Hendrix, however, was different.

The young, black soldier loved to jump, delighted in the excitement, the other-worldly experience of falling, engulfed in noise, then floating down to Mother Earth. It was something the 18-year-old paratrooper liked about the Army, which he had joined a year earlier in 1960. Today's jump would once again put him out in the sky, on his own.

"Six minutes!"

Sitting, cramped, in a line of soldiers on seats of nylon webbing, Hendrix looked up, alert. The jumpmaster was standing at the rear of the cargo bay, holding up six fingers and looking intently at everybody. Jimmy picked up his steel helmet, his "brain bucket," put it on and fastened the chin strap. He thought about Betty Jean and what he'd do with her later that day.

Betty Jean was his electric guitar.

The few minutes passed, then it was time. The jumpmaster gave the word, shouting and gesturing; the paratroopers stood up in the narrow aisles. They quickly obeyed the commands: hook up; check equipment; check static lines; sound off for equipment check.

At the rear of the "Hercules," the Air Force crewchief strapped on a freefall parachute; he spoke into his intercom headset and then removed it. He walked to one of the doors, unlocked it and shoved it upwards; cold air rushed in with a demon's howl. The paratroopers cheered and stomped their feet. Ignoring their noise, the chief stepped to the opposite door and opened it. He moved back, replaced his headset and let the Army take over. (It was rumored that Air Force crewmen disliked open doorways and thought paratroopers were crazy.) Private Hendrix and the other men watched as the jumpmaster — a specially trained, senior parachutist — continued the pre-jump procedures. His actions were mirrored by the assistant jumpmaster working on the opposite side of the airplane.

The jumpmaster inspected the port-side doorway. First he made sure the door was locked into place overhead. Next he gripped the door frame with both hands and stomped the metal step pad, ensuring it was firmly in place. He eyeballed the doorway, top to bottom, looking for anything sharp, slippery, hazardous. Then the climax of the mini-drama: With flourish, the jumpmaster spread his arms and legs, bracing himself inside the doorway, and arched his body out into the airstream. Wind buffeted his helmeted head and roared in his ears; tears formed in his eyes. The jumpmaster looked out, all around the aircraft and forward to the approaching DZ. He saw no red smoke or any other "abort" signal from the DZ party on the ground. Behind him, his assistant stood in the starboard doorway. Satisfied with what they saw, the two soldiers came back inside. The jump was a "go."

Private Hendrix felt subtle motion, a dip in his stomach, as the propeller-driven aircraft descended to 1,000 feet. He bent his knee slightly and shifted his weight against the slight rolling of the C-130. Once he stood up, he wasn't so uncomfortable. And today's jump was a "Hollywood": no M-1 rifle, no bulky field equipment, just his main and reserve 'chutes. The lighter load on the T-10 parachute would allow him to fly a few seconds longer. The parachute rides never were long enough for him.

The jumpmaster motioned the first stick of jumpers to step a few more feet toward the rear. Their left arms were bent upward, hands clutching yellow static lines whose metal hooks slid noisily along a steel cable. The aircraft slowed to below 150 mph. Thirty seconds later, little red lights around the cabin blinked off. Green ones blinked on.

The soldiers did not move; the jumpmaster, not the pilot, had the final say-so. He crouched by the opening, stuck his head out and looked down. He quickly stood back into an exit stance. "Follow me," he yelled. And disappeared.

The stick of jumpers rushed forward, into the rumbling void, one man per second. Then it was Private Hendrix's turn; his adrenaline surged. In one practiced motion, he toed the edge with his right boot, wrapped his fingers around the sides of the doorway and leaped.

The roaring airstream knocked him rearward like a rag doll. Gravity pulled him down, his body bent, legs straight. Chin tucked onto chest and hands around the reserve strapped across his belly, he counted — shouted — the seconds. At "three" he was jolted as the main 'chute on his back opened.

He looked up between the four risers at the most beautiful sight any paratrooper could ask for; a canopy of OD-green nylon, all big and round, no malfunctions. A toothy grin spread across his boyish face.

Grasping a riser in each hand, Hendrix tugged hard, pulling the thick lines to his chest. Above, the parachute spilled air with a flatulent whoosh and began turning slowly. The young paratrooper studied the ground below, choosing a clear spot on which to land. Once again, he had kissed the sky.

Jimmy was living with his father in their home city, Seattle, when he enlisted into the U. S. Army at age 17. He was a good kid, sharp, popular with the girls and dynamite on the guitar, which he played left-handed. He had taken up the instrument a few years earlier after hearing recordings of Muddy Waters' rhythm-and-blues guitar. A self-taught musician and a cutup on stage, Jimmy played in some local bands and, according to biographer David Henderson, "became the best R&B and rock 'n' roll guitarist in Seattle." After dropping out of high school, though, Jimmy saw the writing on the wall and decided to enlist and choose rather than wait to be drafted and assigned.

In his book, *'Scuse Me While I Kiss the Sky*, Henderson said that a saxophone player with whom Jimmy had played went into the Army and later returned, on furlough, as a paratrooper in the 101st Airborne Division. "Everyone was really impressed and so was Jimmy," Henderson wrote.

Jimmy's father, Al, was surprised when his son told him he wanted to enlist for the Screaming Eagles, the famed 101st. A former jazz dancer, Al had been drafted into the Army in World War II and served in the South Pacific. In 1945 Al Hendrix was discharged; he returned to Seattle and a divorce from Jimmy's mother, Lucille. (Remarried, she died of tuberculosis in 1958.) Al had few skills that were marketable in civilian life; he eventually became a gardener.

In an interview with Henderson, Al Hendrix recalled a conversation with his son.

He said he wanted to get into the Screaming Eagles and I said, "Oh wow! You going on further than ol' Dad did." I remember I told him when I was in Fort Benning, Georgia, we used to watch them guys jump in their practice parachutes. Man, them paratroopers were double-timing... When Jimmy told me that he wanted to be a paratrooper, I said, "Oh no!"

"Son, you gonna be double-timing your whole time." He said, "I want to get one of them Screaming Eagles [shoulder patches], Dad." "Well, that makes me feel real proud," I said. That made me feel real proud of him. He was trying to do something.

After basic and occupational training, Jimmy attended the four-week airborne course, "jump school," at Fort Benning, the Home of the Army Infantry. Like the other airborne students, he quickly lost what little hair was on his head — just like basic training all over again. He walked practically nowhere, outside of the barracks: the "Black Hat" cadre made everybody jog. Punishment was in the form of pushups or chinups. But Jimmy was young, healthy (he stood just under six

feet tall, slender with wide shoulders, long arms and wiry muscles) and wanted to be Airborne. He wanted those "jump wings," so he put up with the countless, simulated parachute-landing falls made off short platforms, hours of hanging in "suspended agony" in parachute harnesses, and rides off a 34-foot tower along a cable. Jimmy jogged miles in formations of students, chanting and doing the "Airborne shuffle." He dropped for hundreds of pushups and put up with the frequently petty harassment from the "Black Hats." Finally, in the last week of training, he made his first military static-line parachute jump.

When his turn came, Jimmy stepped out of the transport plane into the blast of air. Moments later he felt the jolt as the nylon static line straightened and pulled open his parachute container, releasing the parachute to billow and open above him. Looking around, he saw other students hanging under their canopies; many of them probably had been terrified. Seconds later his feet touched the sand and he rolled onto the large drop zone that was just across the state line in Alabama, Jimi Hendrix was a different person now.

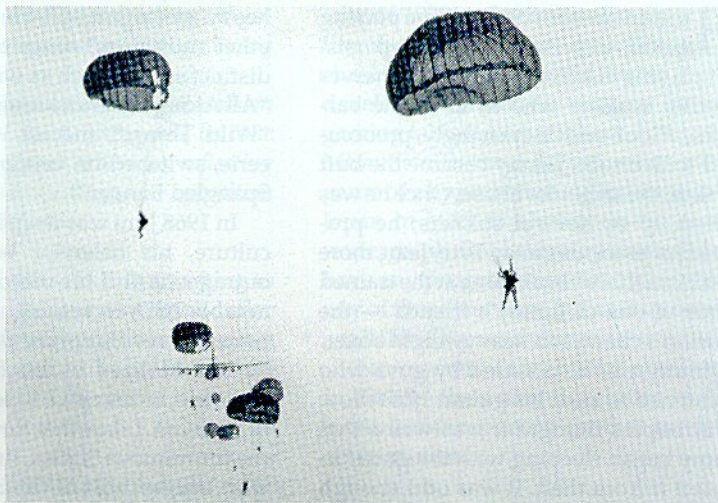


Photo taken by the author during one of his many jumps.

Proudly wearing an airborne badge on his Class-A uniform, Private Hendrix later reported in at his unit in the 101st at Fort Campbell. The 101st was an elite division, dating back to World War II when its sky soldiers served with distinction against the German army. (In 1968 the Department of the Army would redesignate the 101st as an airmobile/air-assault unit, joining the 1st Cavalry Division in heliborne combat in Vietnam. Today the 101st still is called an "airborne division," although only pathfinders and parachute riggers jump.)

After Jimmy settled in at Fort Campbell, he had his father send him his electric guitar. The young soldier's mind had been stimulated with unusual new sights and sounds. His music would be the outlet for these stimuli. "Fort Campbell had really been the place where he had first made it on his own," wrote Henderson.

He had dug jumping out of planes. Sometimes he would

even take pictures with a camera while jumping. He realized that he was not afraid of what for them as paratroopers was their big ordeal; jumping out of planes. He had reveled in the sound of the big plane lumbering through the air with the intense weight of its human cargo. The sound of the door opening was even more enthralling. The rush of air into the cabin, the howling singing of the wind surging in, augmenting the sound of the engine. It had been a true marriage of machine and nature; the sound, the energy. And then falling. Falling away from that sound, farther and farther toward the earth...

When he got his guitar from his father he began to experiment with duplicating the sound of heavens... Like the engines of the plane and the resistance of the air made another unique quality, another unique sound, more than the air, more than the engine, more than a wind — it made a sound that sang. It often made him think that there was something being said. It was the sound of speeds and heights the human body could not attain itself.

He spent most of his free time playing guitar, experimenting. His persistent playing in his room got on the nerves of other soldiers who lived in the barracks. Aloof and increasingly preoccupied with music, Jimmy became the butt of jokes, the target for abuse. Once he was beaten up by several soldiers; he protected his precious guitar, Betty Jean, more than himself. Payback came at the trained hands of one of Jimmy's friends — the division's champion heavyweight boxer.

Jimmy was also teased by guys who threatened to steal his guitar. His fellow paratroopers thought it was weird that Jimmy began sleeping with the guitar to protect it from theft. It was odd enough that he already talked to it.

The young soldier got passes from Fort Campbell and hung out in nearby Nashville, taking in its music and thinking about his future. Jimmy eventually decided all he really wanted to do with his life was make music. Jimmy's chance to pursue this calling came in the unlikely form of an injury during a parachute jump. He decided to seek a medical discharge from the Army. With two years of service behind him, he received his walking papers.

Jimmy and another ex-paratrooper formed a band and made some money playing R&B gigs around Fort Campbell. Jimmy later tried to break into the Nashville music scene but could not make a living at it. In 1962 he headed back toward Seattle, ending up just to the north, in

Vancouver, British Columbia. Jimmy played in local clubs until 1963, when Little Richard and his band passed through Vancouver, taking Jimmy with them. Jimmy used his job with the outrageous Little Richard as a stepping stone to other bands. By 1964 he had played guitar for Sam Cooke, the Isley Brothers, Ike and Tina Turner and Jackie Wilson; he now was calling himself Jimmy James. He kept practicing, developing his own sound. He also impressed some influential people in the music business.

In 1966 he moved to Britain to record; his first single, "Hey Joe," hit the British charts in 1967. (By then he had changed the spelling of his first name.) He teamed up with two British musicians, Noel Redding and Mitch Mitchell, to form the "Jimi Hendrix Experience." Their first album, "Are You Experienced?" featured the songs "Purple Haze" and "Foxey Lady." It sold a half-million copies. Nobody could manipulate an electric guitar and the high-decibel feedback of amplifiers the way Jimi could: he was the original heavy-metal guitarist. He also could take other musicians' songs and innovate a distinct sound, such as with Bob Dylan's "All Along the Watchtower," the Troggs' "Wild Thing," and, at Woodstock, his eerie, switched-on version of "The Star-Spangled Banner."

In 1968 Jimi was deep in the rock subculture, his behavior becoming more outrageous and his use of illegal drugs, notably LSD, increasing. His music continued to revolutionize popular sounds; he was idolized by his fans. He was a hero, too, to many U. S. soldiers fighting in Vietnam. Like other Rock musicians in the tumultuous Sixties, Jimi opposed the war. Unlike most of the rock musicians, though, he could empathize with the soldiers in Vietnam; Jimi knew what it was like to wear a uniform.

In his book *Dispatches*, a New Journalism account of the Vietnam War, Michael Herr commented on Jimi's music and what it meant to blacks in the military. Several months after the Tet Offensive of January 1968, Herr, then a correspondent for *Esquire* magazine, accompanied some South Vietnamese and American troops on an airmobile operation. Three UH-1 helicopters "had dropped us up to our hips in paddy muck."

I had never been in a rice paddy before. We spread out... We were still twenty feet from the first cover, a low paddy wall, when we took fire from the treeline... There was a lot of fire coming from the trees, but we were all right as

long as we kept down. And I was thinking, Oh man, so this is a rice paddy, yes, wow! when I suddenly heard an electric guitar shooting right up in my ear and a mean, rapturous black voice singing, coaxing, "Now c'mon baby, stop actin' so crazy," and when I got it all together I turned to see a grinning black corporal hunched over a cassette recorder. "Might's well," he said. "We ain' going' nowhere till them gunships come."

That's the story of the first time I ever heard Jimi Hendrix, but in a war where a lot of people talked about Aretha's [Aretha Franklin] "Satisfaction" the way other people speak of Brahms' Fourth, it was more than a story; it was Credentials. "Say, that Jimi Hendrix is my main man," someone would say. "He has definitely got his s---t together!" Hendrix had once been in the 101st Airborne, and the Airborne in Vietnam was full of wiggy-brilliant spades like him, really mean and really good guys who always took care of you when things got bad. That music meant a lot to them. I never once heard it played over the Armed Forces Radio Network.

The Vietnam War still raged and American society was in turmoil when Jimi Hendrix, ex-paratrooper and acid-rock wild child, departed on the ultimate experience.

Early on September 18, 1970, exhausted from hard living, Jimi took a heavy dose of strong sleeping pills on top of alcohol. He was staying in a friend's flat in London and simply wanted to sleep. The chemical mixture was too much for his weakened body; later that day, Jimi choked to death on his vomit.

The camouflaged, four-engine transport jets screamed above the piney woods of Fort Bragg, North Carolina. Two sticks of Army paratroopers already had landed on the huge, sand-covered Sicily DZ. It was a combat-equipment jump; the men carried rucksacks, load-bearing equipment and M-16A1 rifles. The next two sticks were ready to jump as the C-141B "Starlifter" turned to make another pass.

Onboard, a 27-year-old paratroop sergeant waited, eager to once again put his knee in the breeze. Psyching himself up, he let his mind fill with the thunderous "Purple Haze" — his favorite music-to-jump-by. And he thought about the long-dead Jimi Hendrix, who once had been Airborne, too.

Around the large cargo bay, little green lights blinked on. ■

COMMANDER'S CALL

(Continued from page 4)

Scenarios

The game postulates the following sequence of events leading to a West German invasion of East Germany, allied with the East Germans or perhaps fighting them, depending on the scenario chosen.

1) Gorbachev's policies lead to a reduced Soviet military presence in East Germany. 2) Weakened military ties among the NATO nations lead to West German planning for an independent military course, which eventually includes offensive war for unification. 3) Contingencies in other theaters — perhaps active war against China — result in heavy Soviet off-board commitments. 4) A Polish revolt against the Soviet garrison there cuts off easy Soviet access to East Germany.

At that point, the scenario can go one of two ways:

A) West Germany seizes this moment of Soviet weakness to invade and conquer East Germany, whose army and government remain loyal to the USSR. A variant of this would be that a popular uprising splits the East German government and army. In this scenario the West Germans come as conquerors, to achieve reunification purely by force of arms.

B) East Germany's government and army rebel against the Soviets à la Dubcek's Czechoslovakia, and the West Germans invade in fraternal support.

More variations on each of these scenarios can be created by assuming different reactions from the various neighboring nations. These can be left uncertain at the start of play and determined randomly.

In most scenarios the West Germans will start with the initiative, but the Soviets will gain strength as time passes and eventually have opportunities for general counterattack. The exact timing and location of Soviet reinforcements will be unknown to the West German player, and in some cases to the Soviet, creating variations and interesting planning problems.

Game System

A simple system would adapt the basic turn sequences from *Drive on Frankfurt* (from *CounterAttack* magazine no. 1) to the different scale of this game. The emphasis will be on variety of scenarios rather than on system. The profusion of unit types which generated much of the complexity of *Drive on Frankfurt* can be eliminated at this higher unit scale, leading to a simpler and quicker game.

Players will alternate moving "groups" of units. A group would be about one or two

corps' worth for the West Germans or one or two armies' worth for the Soviets.

Airmobile units would have appropriate special capabilities, and will be especially important and interesting because they will assist crossing the many rivers that cut the battle area.

Each side will have air points; air allocation is an important task at this level. But, again because of the simplification possible at this higher scale, the air system will not become a separate sub-game.

The limited intelligence aspects of *Drive* will be preserved. They are still highly appropriate to this scale, and cost very little complexity or playing time. Units will have several levels of strength, and their value at each level will be unknown — or only partially known — prior to their first combat.

Electronic warfare will be represented, but in a much simpler way than in *Drive*. It will be an asset, usable once per turn, and emanating from higher level headquarters.

There will be two sets of East German counters, one for pro-Soviet forces and the other for pro-West. Other nations' forces will also have the possibility of entering. Alignments will be random and can change during play.

Victory will be determined by possession of East German cities. There will be time limits working against both sides, reflecting logistical limitations and popular opposition to an unsuccessful war.

Sounds hot, doesn't it? I'm waiting to play it, I'll tell yuh. And now, in a similar vein, here's a shorter preliminary report from Joseph Miranda. I've got him working in the same time frame, but next door geographically.

WHITE EAGLE RISING: This game simulates a hypothetical uprising of the Polish against the Communists in the near future. It assumes a full-scale armed uprising against the Soviet military, with fighting throughout the country, with possible NATO intervention. A major factor in the game is, of course, the Polish military and the loyalties its different units will cling to. Eagle will be an operational/strategic level game, with one full (22"x34") map covering all of Poland. There will be separate display areas for fighting in major cities. Units are brigades and divisions, with various political forces such as the Solidarity trade union and Communist Party cadres also represented. Moderate complexity with 200 counters and 8 pages of rules.

I think it's going to be really interesting to see how those two games compare. We'll keep you posted on developments

in both games.

I've also asked Joe to begin work on the following game.

CUSTER! A strategic/operational treatment of the entire 1876-77 Sioux and Northern Cheyenne War. The game will demonstrate the critical features of the trans-Mississippi Indian Wars, including leadership effects, differences in weapons and tactics, and reconnaissance. U.S. forces must locate, pin down and destroy the Indians. The red men must mount a guerilla campaign culminating in a decisive battle. The game will feature a tactical interaction system, allowing players to choose from various tactics for resolving battles. There will be 100 counters, a half-sized map and 6-8 pages of rules. Moderate complexity.

In addition to all the above, I've got two coming from Vance "Mr. Med." von Borries — on (What else?) the Afrika Korps. I've also got neophyte designer Adrian McGrath hard at work on half-map, 100-counter, treatments of the Russo-Finnish War of 1939 and the Spanish Civil War. I'm also pleased to tell you I've got Michael Duffield's *Lion of Ethiopia* in final development and on its way to your gaming tables. And last here, I've got Joe Miranda's *Samurai Sunset*, a two player game of a hypothetical Allied invasion of Japan in 1945-46 already in-house and undergoing final development. I don't have any progress reports to give you on any of those just now, but as they become available I'll pass them on to you.

Newcomers Terry Justice and Dennis L. Bishop (he's also developer of *Lion*) provide this report on another game I've set in motion.

CORREGIDOR-TRIUMPH OF THE DAMNED: This game covers both the 1942 (Japanese attacking the Americans) and 1945 (Americans attacking the Sons of Nippon) invasions of this infamous island fortress in the Philippines. There is one full map and 200 counters, representing mostly company-sized units in a simple tactical treatment.

The turn sequence is standard move/combat, but other important features of this two player game represent parachute drops, amphibious landings, bunkers, gun emplacements, leaders, U.S. surrender, P.T. boats, landing craft, difficult terrain, coordination of combat arms, and time-tables for occupation of the South Pacific.

In 1942 the last U.S. fortress on the island of Corregidor surrendered to an inferior number of Japanese invaders after only 48 hours of combat. The defeat was devastating

to American confidence, and the humiliated U.S. and Filipino soldiers had to wait until 1945 to be avenged. Both attacks were undertaken by forces inferior in number to the defenders and both attacks were, by conventional wisdom, doomed to failure. In both cases, however, by luck, pluck and leadership, the fortress fell to the army with the greater resolve.

And last, for progress reports this time out, here's one from another new designer, Gene H. Dickens, on his game.

THE BATTLE OF KADESH: *I have about 44 pages of manuscript rules complete. These include most of the meaty stuff, such as "Missile Fire Combat" and "Close Combat." Those two combat charts are done, along with most of the die roll modifiers to make them work. Several of the "period flavor" rules include: "Chariot Pass-Thru Attack," "Charging," "Egyptian Composite Bow Superiority," and last but not least, "Looting."*

While that might seem like a lot of rules, it should condense down to no more than 6 to 8 magazine pages, along with a page or two of charts and tables.

I'm trying to write the rules in such a way that they really allow you to sit down and get right into the game. And I think I've put together a system that in itself takes care of most of the procedural minutiae and lets players concentrate on tactics and battle.

I must confess, the battle situation proved more predictable and scripted than I'd hoped when I first started working. But then we went over to a variable reinforcement schedule for the Egyptians (which in this case is historically appropriate, since Ramses had no idea which of his approaching units was going to arrive when or where), and that really opened things up. It's now a wild and woolly melee from the dawn of history.

Many of you will have noticed right away, given our publication schedule of six times a year, there's more than one year's worth of titles up there. True, but the one thing that hasn't changed since my days at 3W is that we're still dealing with designers who work out-of-house. While I'm confident that each individual game I present to you will be better developed than those we were forced to churn out for S&T, I've still got to make allowances for slips in the entire system. Hence the over scheduling, and hence my repeated request for your patience and understanding when rescheduling has to occur.

The Feedback Loop

And, now, friends, it's time for the part we all enjoy — voting on new game proposals and the content of the magazine itself. Please make use of the center-stapled response card. (Note that you've got to put a stamp on it yourself. We're well-funded, but we're not rich.)

Vote by placing one number (only!) in the corresponding block on the postcard. If it's an opinion question, "0" means "I wasn't even motivated enough to read this article or play this game," or in the case of new game proposals it means "Don't publish this game under any circumstances!" From there, each ascending number indicates a slightly higher opinion, until you get to "9," which means "This game/article was top notch," or "Please publish this new game immediately!"

In yes/no questions, "1" means "yes," and "2" means "no," and "0" means "no opinion" or "not applicable."

New Game Proposals

1. The Charge of the Light Brigade: The Legendary Advance at Balaklava. The Crimean War brought about the end of the notion that war is at all glorious. New weapons, coupled with old tactics, made war into nothing more than horrible slaughter. But at Balaklava there was still, it seemed, an opportunity for glory. *Light Brigade* will depict the immortal advance through "the Valley of Death." One half map, 100 counters, low complexity. The scale and scope will be completely tactical, focusing only on that part of the Balaklava engagement where the charge took place. Counters will represent British Cavalry, Russian Guns, and supporting infantry. By Adrian McGrath.

2. Marathon, 490 B.C.: One of the most famous and decisive battles in history. Here the Greeks defeated the invading Persians by exploiting the "success" of their enemy's advance. At first attacking head on, the Greek center was pushed back. But their leader, Miltiades, then reversed the situation by using his most skilled infantry to attack the Persian flanks. The result was a major Greek victory.

The one half map and 100 counters will depict the entire battlefield at Marathon Bay, and represent units of cavalry, light infantry, archers, and heavy infantry. A simple tactical level game. By Adrian McGrath.

3. Salamis, 480 B.C.: This will be a low complexity tactical game of the decisive ancient

sea battle in which Persia was at last forced to give up its dreams of conquering Greece. The Athenian leader Themistocles overcame the numerical odds against him by placing his ships near a narrow channel and using tactics effectively suited for that environment. Persia lost about 200 ships Salamis, and Greek civilization was saved at.

The map will cover the east channel where the decisive action occurred. Rules will cover ramming, grappling, boarding, weather, leadership and morale. One half map, 100 counters. By Adrian McGrath.

4. Franco-Prussian War: An operational level struggle of the 1870-71 struggle between the German Second Reich and the French Second Empire. The game will cover the entire war, from the initial frontier actions to the siege of Paris. Units will be corps/division. The system will account for the tactical ineptness of those times' armies, when cavalry charges were still attempted against lines of infantry holding breech loading rifles. It will be the professional French military versus German efficiency in mobilization; the relative strength and weaknesses of both sides will be clearly shown. Rules will also contain provisions for the Paris Commune, partisans, and leaders. One full map, 200 counters, 8 pages of rules, moderate complexity. By Joseph Miranda.

5. When Eagles Fight: The Eastern Front in World War I. From 1914 to 1918 the Germans and Russians fought a titanic struggle. This will be a strategic level simulation of the entire conflict, which saw the only continuous mobile operations of the entire First World War. The game map will stretch from East Prussia to Moscow, and units will be corps and divisions. Turns will be monthly, but will use a multi-impulse system to show operational level movements by both sides.

The Germans have a highly trained, superbly equipped, military machine. As the war develops, they can retrain their forces into "Shock Troops." The Russian must cope with inefficiency at all levels, but can still mount and pull off truly massive offensives. Three combat results tables will show the differences between mobile actions, trench defense, and German infiltration tactics. Also included will be leaders, such as Ludendorff and Grand Duke Nicholas, early airpower, poison gas, railroads, and revolutions and rebellions. There will be an individual scenario both for the 1914 and 1918 campaigns, and a campaign game to cover the entire war. One full map, 200 counters, 8 pages of rules, moderate complexity. By Joseph Miranda.

6. Bolshevik: A strategic level simulation of the Russian Revolution and Civil War, 1917-21. One player will represent the Bolsheviks,

the other the various anti-communist forces (Tsarists, White Russians, Foreign Intervention Forces, etc.). There will also be various Social Democratic and nationalist forces which may be either neutral or whose alignment may change. Also represented will be the German Eastern Armies and the *Freikorps*. Units will represent regular and irregular military forces, such as the Red Guards. Leader units will include all the major figures involved, such as Lenin, Kerensky, Kolchak, Rasputin, the Czar, etc. Also represented will be political parties, agitators, and secret police.

The game will cover both political and military conflict. The military game will reflect the disparities in training and equipment on both sides. A simple political system will show the critical factors that led to revolution and were used to gain support by each side. Political chits representing various issues (such as peace, bread, and land) may be gained and expended by both players to rally support and create new units. And when persuasion fails, players can utilize the Red or White Terrors. There will be three scenarios: one on the revolutions of 1917, one on the civil war of 1918-21, and a campaign game covering the entire period. One full map, 200 counters, 12 pages of rules, moderate/high complexity. By Joseph Miranda.

7. Target: Columbia. This game will simulate a hypothetical U.S. strike into Columbia to clean out the drug cartels. The game assumes the Americans decide to launch a "real war on drugs" and commit their combat forces and intelligence agencies to total victory in it. The Yankees can utilize everything from carrier based airstrikes to covert assassination and landing the Marines. The Cartel player can utilize various forms of terror and subversion to strike back and drag the conflict out long enough to erode American willingness to continue fighting. The Cartels can also create an alliance with Communist M-19 insurgents to begin a full-blown guerilla war. But if the U.S. succeeds in undermining drug operations, the Cartels will collapse for lack of money. Also involved are the Colombian military and police forces. A fast and furious game of where our next war may be. One half map, 100 counters, 8 pages of rules, low/moderate complexity. By Joseph Miranda.

8. Target: Nicaragua. Will simulate military operations in Nicaragua on an operational scale. It will include three scenarios: a hypothetical U.S. invasion to overthrow the Marxist Sandinista government; the 1979 revolution against the Somoza regime; and the *Contra* insurgency at its highpoint in the mid-80s, when they had at least a theoretical opportunity to win militarily. The emphasis will be

both on playability and the lessons learned from fighting in Central America. The game will primarily cover conventional operations, with a simplified, but realistic, system for guerilla warfare and subversion. Units will be battalions and brigades, with air and helicopter forces. Each turn will equal one week of real time. One full hexagonal map will cover the whole country, 200 counters, 8 pages of rules, simple to moderate in complexity. By Joseph Miranda.

9. Tet: Will simulate the 1968 Communist conventional offensive in South Vietnam which (as you all know) was an American military victory but political defeat. The game will be operational in scale, with brigade and division sized units. Players will have both military and political objectives. Military objectives are those that give military control of terrain in the Republic of Vietnam; political objectives lead to the destruction of the enemy's will to fight. The game will show the relative advantages and disadvantages of both sides: the Communists have superior intelligence information, the Americans have overwhelming firepower. *Tet* will include airmobility, armor, firebases, VC terror squads, airstrikes, etc. Scenarios will include the initial Communist assault, the Allied counterattack, the full campaign, and a mini-scenario on the siege and relief of Khe Sanh. One full map, weekly turns, 200 units, moderate complexity. By Joseph Miranda.

10. Trembling on Their Thrones: A fast playing and intense game of the wars of the Coalitions against the "French Epidemic." Early scenarios pit drilled troops against the ragged mobs of the revolution. Gradually, those mobs evolve into an invincible army, led by the young Napoleon. *ToTT* will use a point-to-point system similar to GDW's *A House Divided*. It will include 200 (mostly) corps sized units. A simple system with much optional chrome, covering skirmishing, Prussian drill, column vs. line and other tactical details.

Stacking will be based on an area's ability to support troops. This recreates the tactics of traditional depots and revolutionary foragers. It also rewards the Napoleonic strategy of dispersing armies to converge later on the battlefield. Much of the reference data on foraging potentials comes directly from materials written in 1812. By Thomas Kane.

11. The Vipers of Autumn: simulates the Chilean *coup d'etat* of 1973, when that country's generals deposed President Salvador Allende. This was a wrenching affair for Western observers, beginning, as it did, in the election of an avowed Communist and ending with a brutal usurper in power. 1973 Chile also presents a classic example of how armed

forces can seize the instruments of government in one lightning strike. Such coups are clearly the most efficient way to wield military force and an indispensable tool of intriguers throughout the Third World.

Despite *Vipers*' political theme, it is not an abstract game. Action on the board represents troop movements and firefights, with a minimum of figure juggling. The game simulates conspiracy by allowing each player to secretly draw leader counters. Most troops are neutral and obey whichever player produces the most compelling commander. A commander can give orders to large numbers of units, but low-rank leaders can inspire mutinies within those conglomerations. Players need not produce their leaders at once and unowned commander counters are kept out of play, face down. Therefore, opponents never know when their troops might change sides.

Leaders activate their subordinates by controlling communications centers. They can multiply their influence by occupying symbolic centers of authority, like the Presidential Palace. The object of the game is to seize these assets and destroy enemy leaders. When a player masters all units on the board, he wins. If neither opponent achieves victory, the coup degenerates into civil war and both sides lose.

Vipers uses one full map and 200 counters. The units represent national figures, such as Allende and Pinochet, generic military officers, state officials, mobilized fragments of the Chilean army, mobs, Communist cadres, CIA advisors, etc., along with communications links. The map uses an area system, but with small enough zones to give movement a hex-by-hex feel. Optional rules include a plotting phase where each side organizes its members into cells. Under this system, leaders must be activated by other members of their cell before they can give orders. A brief pre-game-game allows assassins and spies to wipe out whole cells. It also lets the Generals player time the coup to coincide with Government embarrassments. The insurgents can even fail once and try again. Another alternative rule allows solitaire players to take both sides without needing to keep secrets from themselves. Moderate/advanced complexity. By Thomas Kane.

The following four titles are inappropriate for the magazine. We're thinking of doing a small line of ziplock mail-order only games, each having a full-color map, up to 400 counters and a complete rules folder for \$20.00.

12. World Empire: What if the Roman Empire had never fallen, but instead survived into the 20th Century, using "modern" technology to fight its wars? *WE* is a strategic level game covering a modern era Roman Empire, which

controls Europe, North Africa, and the Near East. Its basic military unit is the Legion, along with less battleworthy Allied auxiliaries. Also represented are "Ornithopters" (flying machines), fleets, and leaders of various rank (from Tribune to Emperor). Opposed to the Romans are civilized empires such as the Ch'in in the Far East, Meroe in Africa, and the Aztecs in the new world. Various barbarian tribes (Third Worlders) are also represented. The Roman player will have to balance his tax expenditures between the army and "bread and circuses" (welfare payments and televised gladiator games, used to keep the masses pacified). There will be several different scenarios, including two player and multi-player games. 200 counters, one full map, 12 pages of rules (plenty of optional chrome), moderate complexity. By Joseph Miranda.

13. **The Peril:** A "what if" game based on the pulp fiction of the 1920s and 30s. Communist, Imperialist and Asian Hordes threaten to overrun the world if not stopped by the heroic men of the West. *The Peril* will be a strategic level game, using a system similar to that of *Tomorrow The World*. One player controls the hordes, the other the American and European forces. Units will be based on the military speculations of the inter-war period: shock armies, unstoppable bomber fleets, war dirigibles, fifth columnists, land ironclads, poison gas, and (of course) horde infantry units. The Western world is severely outnumbered, but has the advantage of ingenuity — it can develop advanced weaponry, produce superior leaders, etc. A fast paced, frantic, game. Low complexity, 200 counters, one full map, 8 pages of rules. By Joseph Miranda.

14. **Mississippi Banzai!** Set in an alternate universe wherein the Germans and Japanese triumphed in WWII, conquering the entire earth. One full hexagonal map, along with 200 counters and 8 pages of rules/charts, portray the late-summer 1948 Japanese offensive to capture St. Louis and the other important Nazi supply hubs on the northern Mississippi River. If the move is a success, the entire German position west of that water course will be unhinged.

The Japanese begin with over 100 divisions — consisting of both regimental and brigaded infantry, the never-defeated samurai of the Imperial Guard, Motorized Rocket Artillery, Mongolian Cavalry, Apache Light Infantry, paratroops, armor, and crack Japanese-American Nisei. The Germans begin in a poor position, with von Paulus' 6th Army tightly clustered in the four hexes of St. Louis (15k per hex), Manstein's mighty 11th over at Independence, and nothing but the pathetic Italian 2nd and French 1st Armies on the ex-

posed flanks. Their variable and always-unknown reinforcement schedule provides for the introduction of leaders like Guderian and Rommel, along with units like 1st Parachute Army, Herman Goering Airborne Panzer Army, S.S. Legion America, The King Lion Korps, 6th S.S. Panzer Army, and, waiting off board to be released only by appeal to the Fuhrer or a rebellious Field Marshal, the super potent 5th Panzer Army.

A low complexity division level game of armored thrusts and counter slams, human wave banzais, Me262 jets and Cherry Blossom rocket fighters, army sized para drops, pock-ets, overruns, appeals to the emperor, optional nukes, massacre, barbarity and betrayal. Not since *TTW* was playtested have we heard such screams coming from the playtesters! By Ty Bomba.

15. **NATO, Nukes and Nazis:** What if World War II was fought in the 1990s instead of 1939-45? *NNN* postulates a world in which the Third Reich didn't start WWII when it did in our space/time continuum, but instead bided its time until today and then launched a war against the Western Allies of "NATO" (Germany, France and the USA).

This will be an operational/strategic level game, showing what would have happened in such a situation. Units will include S.S. Panzer divisions armed with Leopard II tanks, the Herman Goering Airmobile Corps, and Stormtrooper terrorist units. The German player must overrun France and invade Britain before the USA can get heavily involved. Of course, both players have access to tactical nuclear weapons and surface to surface missiles.

Game scale will be division/corps; each turn represents one week. One 22"x34" map will represent western and central Europe as well as North Africa; 200 counters; 12 pages of rules; moderate complexity. By Joseph A. Mirands. (Ed's comment: *Gentlemen, I urge your support for this one. It is, without any doubt, the ultimate wargame. After this we can all go home; there will be no more to be said.*)

And last, please respond to these other feedback loop questions.

16. Pick the *one* era about which you'd like to see more *games* published: 0=the Ancient and Classical Periods (everything prior to 500 A.D.); 1=the Middle Ages (500-1500 A.D.); 2=Early Modern Era (1500 to 1789); 3=Napoleonic (1789-1815); 4=19th Century North America; 5=19th Century Europe and Colonial; 6=World War I; 7=World War II; 8=1945 to present (including near-future what-ifs); 9=Alternate history.

17. Same question again, but this time rate the one era about which you'd like to see more *articles*.

18. We have the capability (and intention) of publishing half map games using large ("Panzerblitz size"), 5/8" hexes and (as long as they have 128 or fewer counters) units. How do you think this will effect your reception and perception of this class of games? 0=It won't make any difference to me; I've always enjoyed games of such size and will continue to do so in the new format. 1=I've enjoyed such games before, and I think the new format will make them even more acceptable and enjoyable. 2= I've always hated such games and will continue to do so in the new format. 3=Previously I disliked such games, but I think the new format will make them more pleasing and acceptable to me. 4=Previously I liked such games, but I think the new format will make them less acceptable to me. 5=Say what?

19. How long should it take you to play the campaign scenario of your "ideal magazine game"? 0=less than one hour; 1=one to two hours; 2=two to three hours; etc., ...9=more than nine hours.

20. How complex do you think the "ideal magazine game" should be compared to other games on a 0-9 scale. (Use this as your guide: 0,1=tic, tac, toe; 2=Checkers; 3=*Parchesi*, *Monopoly*, etc., 4=Wargames like the *Napoleon at War* and *Blue and Gray Quads*; 5=Basic game Avalon Hill *Battle of the Bulge* or *The Far Seas* or *Beirut '82*; 6=Most PGG series games or *Blitzkrieg '41*; 7=Most *Europa* series games. 8,9=Skip it, we ain't gonna do 'em.

And last, please rate the contents of this issue using the 0 (hate or didn't even read) to 9 (loved it) scale:

21. *Blitzkrieg '41* game (overall)
22. *Blitzkrieg '41* map
23. *Blitzkrieg '41* counters
24. *Blitzkrieg '41* rules (clarity and completeness)
25. *Blitzkrieg '41* articles
26. Russo-Polish War
27. Condor Legion
28. Jimi Hendrix
29. Commander's Call
30. Short Rounds
31. We're thinking of concentrating Short Rounds on just the current period of world history (1945 to present). Would you (yes/no) prefer that over its present multi-era format?

- 32. D-elim
- 33. Cover art
- 34. *Command* no. 1 overall

To be counted, feedback for issue no. 1 must reach us by 15 Jan.

And absolutely last here, if, as we hope, you've got more to say about this magazine than can be expressed with a simple number or fit onto the space of a postcard, please send your letters to: *Command Magazine*, Letters to the Editor, P.O. Box 4017, San Luis Obispo, CA 93403.

CLASSIFIED ADS AND CONVENTIONS

Since this is our first issue, we don't have much actual stuff to put in here this time, but here's the deal. Individual subscribers (no businesses, please) to this magazine can place one free ad in this section each issue their subscription runs. Maximum length is 50 words, and that includes your name and address. There are no repeat ads; if you want an ad to run more than once, you must send it in fresh for each issue. We reserve the right to edit or exclude anything we find offensive or just plain don't like. Please type or print your ad clearly. Non-subscribers and businesses, or subscribers needing more than 50 words, can get in here for 10 cents per word. Again, no automatic repeats from issue to issue.

The deadline for issue no. 2 is December 1; for issue no. 3 it's February 1.

The same deadlines work for convention announcements, which we'll be glad to run here free.

FOR SALE: I've got ten mint copies of *Tomorrow The World!* for sale for \$25.00, each, sent postpaid via parcel post (make it \$27.50 if you want it sent priority mail). I'll be glad to autograph the rules or box for you if you'd like that. Tell me what you'd like it to say — again, though, I do reserve the right to refuse any request too weird or savage. Make your checks or money orders (only!) payable to Tyrone Bomba, and send them to me care of the magazine's address: P.O. Box 4017, San Luis Obispo, CA 93403. (Of course, I'll cheerfully refund those orders that arrive after the available copies are sold.)

D-ELIM

Soviet Defensive Techniques for *Blitzkrieg '41* by Dirk and Ulrich Blennemann

Blitzkrieg '41 is one of the few simulations where, given a competent German player, the defensive (Soviet) player can lose the whole game after just a few turns by making a single mistake. Comrade Stalin and STAVKA really have to be careful with every move of every unit. We will not give the German player any tips in this short article because *Blitzkrieg '41* presents him with many, many, options; it is an offensive player's and especially a tanker's paradise.

The Soviet player faces the greatest danger of defeat in the early turns. If the Axis has not won the game by September, 1941 (he needs 23 victory points in late August for the victory check in September), the game will probably last until March, 1942. After the conclusion of Game Turn One, which has only German Prepared Assaults and the destruction of a large percentage of the Soviet border forces, Game Turns Two to Four are the most important ones for the Red Army.

At the end of Game Turn Two, the German player must have nine victory points in order to win after the victory check on Turn Three. Theoretically the Soviet player always has the chance to liberate victory cities in his part of the turn and lower the victory point total, however, his possibilities are often restricted. Every competent German player garrisons the victory cities strongly. For that reason counterattacks against important centers in the early stage of the game often do not achieve the desired effect.

Let us now look at the possible targets in range for German attacks: Riga (3 victory points), Minsk (3 vps.), Smolensk (4 vps.), Leningrad (12 vps.), Kiev (5 vps.), Odessa (3 vps.), and Dnepropetrovsk (3 vps.). The most westerly — and therefore most endangered — cities are Riga, Minsk, Kiev and Odessa. The German player needs only three of these for an early triumph. Furthermore a rapid Blitz against Leningrad can alone end the game.

To stop the Wehrmacht cold we have found the following measures work best (however, we cannot guarantee success!):

garrison Kiev with four steps of units and Dnepropetrovsk with one step. The Coastal Army in Odessa has to be reinforced by another two steps. Do not move the Coastal Army away from Odessa; it is the only Soviet army that can be supplied via sea and will not vanish when Odessa finally has been isolated. Then form a defensive line along the old Stalin line from hex X17 to Q18. The line must be extended a further hex to the north (P17) to protect Kiev from a northern strike.

Single line defensive positions are very dangerous in *Blitzkrieg '41*. German massed *Panzer Corps* need only punch a single hole in the line with mobile assaults (you cannot be strong everywhere!) and other *panzers* and infantry will pour through the hole and race for the victory cities or cut off Soviet units. For that reason the Red Army should build a second defensive line consisting of mechanized units in hexes Q17, R17, S18 and possibly T17. In the south a second line is not necessary because only 40th *Panzer Corps*, if it is sent to Romania as a reinforcement, is capable of mobile assaults. However, put a strong unit (the 9th Army from W19) into hex X17 to hinder the isolation of Odessa. If only the 40th *Panzer Corps* attacks south of the Pripjet marshes, the second defensive line and a step in Dnepropetrovsk are not necessary.

The middle part of the front (the area of the Pripjet marshes) need not be defended in the first turns of the game because a hasty German player will not commit valuable troops in this sector. It is best to defend Minsk only with units that survived the first German assault but could not retreat farther to the east. Minsk is located too far west to become part of a strong defensive line. Just grant the German player those three victory points.

The line in the north must run from hex L12 along the Stalin line to G14, and from there along the Dvina river (G15, F15) to Riga (E16). Smolensk and Riga must be garrisoned. From hex K12 to D15 a second, weaker, "buffer" line against mobile assaults must be formed mostly from mechanized units.

Do not be too careless with Leningrad. After the first turn's advance-after-combat, German *panzer corps* can be at G16, the western bank of the Dvina river, only nine movement points from Leningrad in dry weather. Remember, German full strength *panzers* move nine hexes — Leningrad is in striking range.

Even the two line defense at the Dvina is no guarantee Leningrad will not fall. One group of *panzers* could crack the first line with mobile assaults, a second group break through the second line, and a third strike force race for Leningrad. Therefore a short defense line with second turn reinforcements should be built at hexes E10, D10, and C11 (the not yet active Luga Line). *10th Mechanized Corps* remains in Leningrad and *1st Mechanized Corps* moves to C10 to stop a German advance to the gates of Leningrad after an attack against the Luga Line defenders.

Many German players will drive for Moscow because of the 18 victory points and the Sudden Death Victory conditions. However, a quick attack not only puts the *Wehrmacht* out of supply but also beyond the *Luftwaffe* umbrella. At Leningrad, the *Luftwaffe* operates from airfields in Finland.

In later turns the Soviet player has to react to the threats the Axis side imposes on him. He must always have the victory points necessary for a German victory in mind. If you, the Soviet player, do not need an exposed city anymore, give it up and shorten your line.

Naturally, mass your troops in victory cities. However, do not just form isolated "fortresses," but try to make sure that an encirclement of the cities is very difficult. Out of supply cities will fall without combat after one turn.

In counterattacks always try to make us of the "Soviet Massed Combined Arms Tactics." Finally, a small reserve in the RVGK-box comes in handy to counter unexpected threats.

...and briefly, for the German Player by Ty Bomba

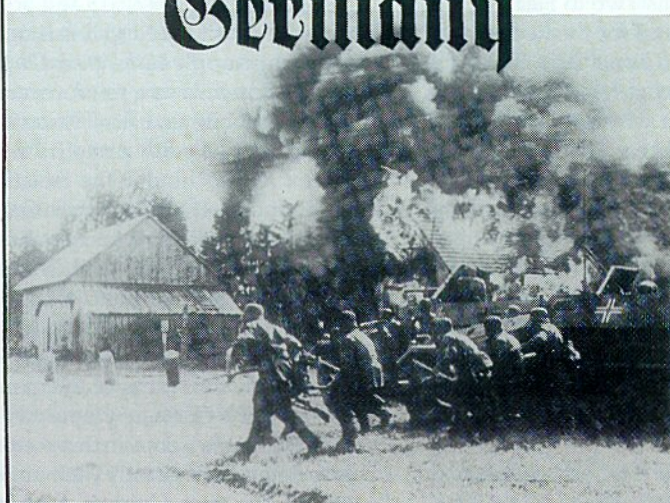
At the unit-to-unit operational level, run wild, go nuts, charge. Seriously, in those first summer turns your superiority over the Soviets is so marked, about the only thing you have to avoid is letting individual units or stacks get caught alone with six empty hexes around them.

Don't forget to launch probing attacks when they're available — they are *the way* to get that very last little bit of forward motion out of your people.

At the strategic level — which is where you have to win the game if you're going to do it — you face the classic dilemma of concentrating on the seizure of enemy territory or destruction of enemy units. The U.S. Army's classic doctrinal answer to that one is, "Destroy the enemy's army and his territory will fall to you." Of course, the U.S. Army doesn't think in terms of a finite number of dry weather game turns and, more significantly, they've never invaded Russia.

In fact, either approach can work here, depending upon your and your opponent's relative abilities. The crucial thing is to pick one plan and work it. If you decide to go for the quick victory point win, don't get part way into it and look off to your flank and say, "Wow, what a neat salient that is over there! Let me go get

Germany



THE WEHRMACHT STRIKES 1920-1942

- WEIMAR REPUBLIC
- CONDOR LEGION
- MUNICH CRISIS
- POLISH CAMPAIGN
- SCANDINAVIA
- FRANCE, LOW COUNTRIES
- BATTLE OF BRITAIN
- BALKAN CAMPAIGN
- BARBAROSSA
- ROMMEL IN NORTH AFRICA



A MASS OF INFORMATION will eventually be provided about nearly every military force to appear on this planet! Now, in a handy volume, are gathered basic, detailed, data from thousands of authoritative sources, annotated to authenticate all statements. Chronology, and location, are made readily accessible by strong pagination, dates in bold type, indices of persons and weapons, and a table of contents that includes lists of all photographs, maps and tables of organization in each section. A comprehensive text interweaves the actions of ground, naval and air units into an interesting tapestry of combined operations.



TROGEN BOOKS

Route 1 Box 2 Lindsborg, KS 67456 U.S.A.

Hardbound
\$16.95
Softbound
\$12.95
postpaid
in U.S.A.

COLOR PLATE
36 ORDERS OF BATTLE
23 TABLES OF ORGANIZATION
CATALOG OF 134 WEAPONS

those guys!" As you veer off to go for the big pocket, what you've just done in actuality, even though it won't look like it right away, is surrender the initiative to the Soviets. By waffling back and forth between goals — as the Germans did historically when they delayed going for Moscow in favor of forming the Kiev pocket — you, in effect, let the Red player decide where you will go. Wherever he ends up sending you, you can be sure it won't be to victory.

And last here, be aware before you even start your first game, it is considered the height of rudeness to play enough turns as the German to where you can see you're not going to get the big win, and then say, just as your opponent is starting to plan his glorious slam-back, "Oh, hell, this is ridiculous; let's quit this one." At the least, good manners demand you offer the other guy a switch-sides rematch.

Design for Command!

Inevitably, after you've played wargames for awhile, you come to realize the only way you'll ever get to play the ones you *really* want is to design them yourself. Fine. Once that realization comes to you, step one toward doing something about it is for you to write me a *Feedback Loop* blurb for publication in the *Commander's Call* column.

The blurb should, ideally, contain three paragraphs. The first paragraph describes your proposal's history and significance. The second describes your game system's unique and/or noteworthy features. The third gives the nuts'n'bolts physical specifications about map type and scale, unit count, rules length and complexity, scenarios, etc.

After (if) I inform you the project has gotten a thumbs-up from the readership vote, use *Progress Reports* to keep us posted on interesting playtests, evolution of the design away from your original intent, new sub-systems you've invented, etc.

We will supply you with blank maps and counters for your prototype game. We will also provide you with a blank unit manifest. If you're working on the 25mm map, we can also do your production counters to the same size if their grand total is 128 or less.

When you finally get done and turn in, we'll need two copies of *everything*, to include rules, counters, maps, charts and a unit manifest. (A "unit manifest" or "unit galley" is a hand drawn copy, front and back, of what the final cardboard unit counter sheet will contain. We'll provide the blank forms). The maximum map size is 34"x22"; the maximum counter count is 200 for 1/2" and 128 for 5/8".)

Use the old *SPI* style of numeric indexing for your rules (5.1, 5.2, 5.3...5.21, 5.22, 5.23, etc.).

As designer, I'll give you dibs on writing the historical article to accompany the game's publication, but you need to decide right off whether you'll do it. If not, I'll need the time to hunt up a suitable replacement author. (I recommend, though don't demand, all designers do their own historical article. That will allow you to emphasize the features you brought out in the game itself, and will also assure you're not embarrassed by having a replacement write an article with a main interpretive thrust that runs counter to the viewpoint of your game.)

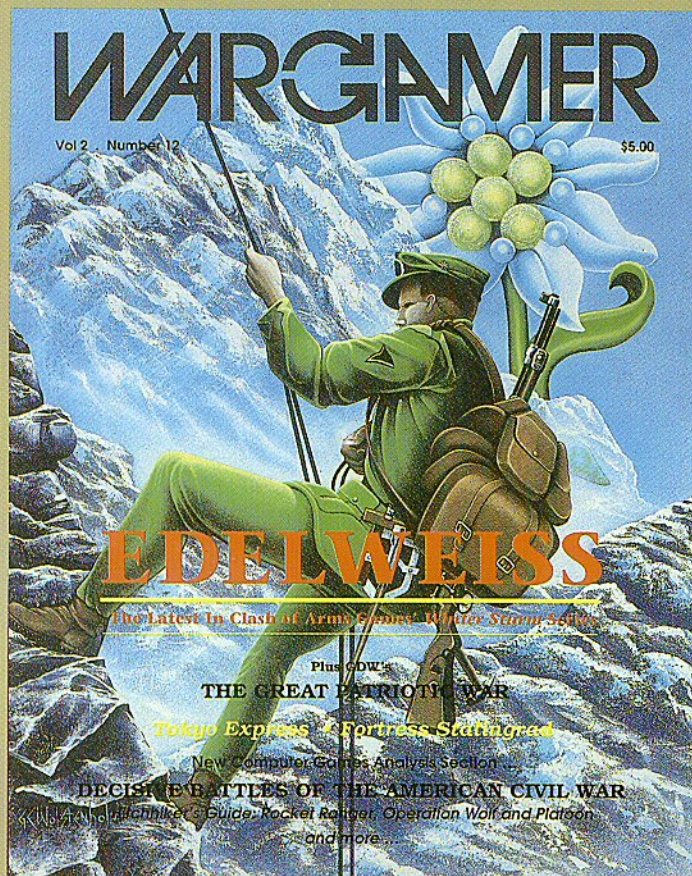
We're primarily interested in games in the 4, 5 or 6 complexity categories (see *Feedback Loop* question no.19 for a handy definition of those categories). In general, games appearing in *Command* should either be mechanically simple enough to set up and play out in one sitting (four hours or less) *or* physically small enough to be left set up between playings on an area no larger than a student-size desk top. We do not demand you use a hexagon map format, though do be advised games with hex maps are always better received by the playing public than those without.

We'll negotiate a contract as soon as you get the *Feedback Loop* go ahead. First timers are offered \$600. Repeat performers will have each subsequent publication more richly rewarded than the previous by some amount agreed on between us. You'll get your money (or a return and request for revision or a rejection slip) within 30 days of our acceptance of your prototype at the offices.

We do not have the time or wherewithal to conduct new people through a tutorial on game design. If you've read the above and find yourself unable to understand large parts of it, you probably just aren't ready to begin game designing.

Command Magazine
P.O. Box 4017
San Luis Obispo, CA 93403

One is good. Two is better. Combine the best.



WARGAMER

THE LEADER FOR:

Analysis, Strategy and Tactical Tips • Hobby News
Variants and New Scenarios • Feature Reviews
Computer Game Strategy and Game Reviews

FIRE & MOVEMENT

THE LEADER FOR:

Close-Up Reviews of New Games • Designer's Notes
Crossfire and Forums • Profiles and Player Notes
Interviews • Game Rating Chart

New Feature Series:

50th Anniversary Anthology of WWII Games

Please indicate:

Subscription	F&M	WARGAMER
2 YEARS \$33 (12 issues) <input type="checkbox"/>		\$45 (16 issues) <input type="checkbox"/>
1 YEAR \$18 (6 issues) <input type="checkbox"/>		\$24 (8 issues) <input type="checkbox"/>
6 MOS. \$12 (3 issues) <input type="checkbox"/>		\$15 (4 issues) <input type="checkbox"/>

Name

Address

City, State Zip











Country Total Enclosed \$

Canadian subscribers add \$.50 per issue, overseas add \$1.00 per issue. Check or Money Order only in U.S. funds drawn on U.S. bank. Clip, photocopy or send required information from order form and mail to: **Cummins Enterprises • P.O. Box 1289 • Salinas, Calif. 93902**










Blitzkrieg 1941

FRONT

©1989, XTR Corp.

									
4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5

									
4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5

									
4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5

									
4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5

									
4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5	4-5-5	2-3-5











OUT OF SUPPLY	OUT OF SUPPLY	AIR SUPPLY	AIR SUPPLY	AIR SUPPLY	AIR SUPPLY	AIR SUPPLY	AIR SUPPLY	AIR SUPPLY	AIR SUPPLY
---------------	---------------	------------	------------	------------	------------	------------	------------	------------	------------

FRONT

									
3-1-4	3-1-4	3-1-4	3-1-4	6-7-8	3-1-4	8-9-3	3-1-4	8-9-3	3-1-4

									
3-1-4	8-9-3	3-1-4	6-7-8	3-1-4	3-1-4	3-1-4	3-1-4	3-1-4	3-1-4

									
3-1-4	3-1-4	3-1-4	3-1-4	3-1-4	3-1-4	3-1-4	3-1-4	3-1-4	3-1-4

									
6-4-3	11-8-3	6-4-3	11-8-3	6-4-3	11-8-3	6-4-3	2-4-2	2-5-3	0-6-0

									
1-2-7	3-2-7	2-1-7	3-2-7	1-1-7	1-1-7	3-3-7	3-3-7	1-1-7	VPs x10

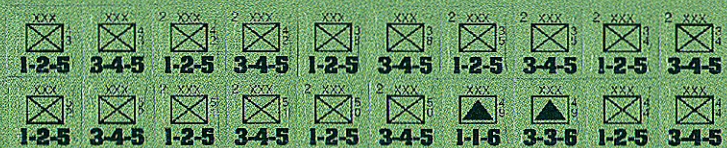
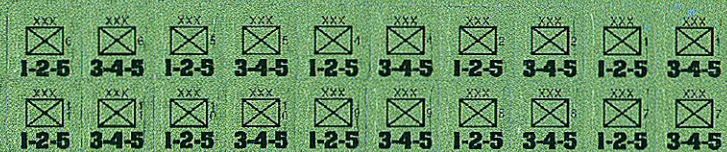
2-2-7	1-1-7	2-2-7	2-2-7	2-2-7	VPs x1	2-2-7	0-0-1	6-3-7	+3
-------	-------	-------	-------	-------	--------	-------	-------	-------	----

BACK



Blitzkrieg 1941

BACK



OUT OF SUPPLY

OUT OF SUPPLY

Turn Record Chart									
Axis Top Steps (lat/lon)	Axis Units Available	Alphabet (low/avg)	German Victory Level	TURN	Weather	Swat/Amies Available	Swat/Repl Steps	Notes	
21/5 34,35,50 51,40per Hing, Sch.	5/0			1 Emb Ark	Dry		30	Angels will German. Prepared assault. Phas. ombs. Many IS Short. dummies this turn.	
27 IL CSIR	5/0	9+		2 Emb Ark	Dry	24, 28 to 34, 37, 38-46 42 to 46	18	Many drives possible so defensive IS Short. dummies this turn.	
	4/0	14+	14+	3 Emb Ark	Dry	40, 40, 57, 52, 53, 1PMA, 5cv	16	Long line critch.	
2/0	4/1	23+		4 Emb Ark	Dry	55	15	German Hiding. 1 Imp. Movement this turn. British Hides. 2 Imp. Movement this turn. Many Hides. 2 Imp. Movement this turn.	
1/0	3/1	28+		5 Emb Ark	Mud/Dry	56, 57	15	Long line critch.	
2/0	3/1	43		6 Emb Ark	Frost/Dry	59,58,59, 60,61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100	15	German Hiding. 1 Imp. Movement this turn. British Hides. 2 Imp. Movement this turn. Many Hides. 2 Imp. Movement this turn.	
1/0	2/1	43		7 Emb Ark	Frost/Mud	Perkins	13	Long line critch.	
6/0	1/1	43		8 Emb Ark	Frost/Frost	30th, 41th	10	Long line critch.	
8/0	1/1	43		9 Emb Ark	Frost/Frost		9	Long line critch.	
	1/1	43		10 Emb Ark	Frost/Frost		10	Long line critch.	
	1/1	43		11 Emb Ark	Frost/Frost		9	Long line critch.	

	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1
1	1	2	0	3	4	5	6	7	8	0	DX
2	2	1	1	0	3	4	5	6	7	0	DX
3	2	1	1	0	3	4	5	6	7	0	DX
4	3	0	2	1	2	3	4	5	6	0	DX
5	3	0	2	1	2	3	4	5	6	0	DX
6	4	0	3	0	2	1	2	3	4	0	DX
7	4	0	3	0	2	1	2	3	4	0	DX
8	4	0	3	0	2	1	2	3	4	0	DX
9	4	0	3	0	2	1	2	3	4	0	DX

1	2	4	5	6	7
F19	H20	O22	H20	H20	I21
8	9	10	11	12	13
I21	I21	H19	I21	K21	I21
17	20	23	26	27	28
M21	I21	H20	F19	Turn 3	H19
29	30	34	35	38	42
M21	V19	OKHR	OKHR	F19	I21
43	44	49M	50	51	52
K21	O21	O22	OKHR	OKHR	P22
53	54	55	59	3PZ	14PZ
I21	X20	O21	Turn 10	N21	N21
24PZ	39PZ	40PZ	41PZ	46PZ	47PZ
L20	H19	OKHR	G20	L20	L20
48PZ	56PZ	57PZ	R3	R4	
I21	G20	H19	Y20	W20	

3 = Number of steps



Soviet Units Holding Boxes			
8 ★	9 ★	10 ★	11 ★
6-7-3	8-9-3	8-9-3	8-9-3
12 ★	19 ★	20 ★	21 ★
6-7-3	8-9-3	8-9-3	8-9-3
22 ★	1 SHK ★	2 SHK ★	3 SHK ★
6-7-3	11-8-3	11-8-3	11-8-3
4 SHK ★	RVGK		★
11-8-3			
Mechanized Corps:		Armies:	
1-89	5-M15	13-120	17-K16
2-819	7-468	11-119	15-521
3-819	7-468	11-119	15-521
4-P-21	8-022	12-E19	16-521
			21-G12
			22-M20
			23-M13
			24-M13
			25-M13
			26-022
			27-022
			28-022
			29-022
			30-022
			31-022
			32-022
			33-022
			34-022
			35-022
			36-022
			37-022
			38-022
			39-022
			40-022
			41-022
			42-022
			43-022
			44-022
			45-022
			46-022
			47-022
			48-022
			49-022
			50-022
			51-022
			52-022
			53-022
			54-022
			55-022
			56-022
			57-022
			58-022
			59-022
			60-022
			61-022
			62-022
			63-022
			64-022
			65-022
			66-022
			67-022
			68-022
			69-022
			70-022
			71-022
			72-022
			73-022
			74-022
			75-022
			76-022
			77-022
			78-022
			79-022
			80-022
			81-022
			82-022
			83-022
			84-022
			85-022
			86-022
			87-022
			88-022
			89-022
			90-022
			91-022
			92-022
			93-022
			94-022
			95-022
			96-022
			97-022
			98-022
			99-022
			100-022














Combat Results Table									
1-3	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1 8-1+
1	1	1	0	0	0	0	0	0	0
2	2	2	3	3	4	5	6	7	8 DX
2	1	1	1	0	0	0	0	0	0
2	2	1	2	2	3	3	4	5	6 DX
2	2	2	1	1	0	0	0	0	0
2	1	1	2	2	3	3	4	5	6 DX
3	3	2	2	1	1	2	3	4	5 DX
3	3	0	1	1	2	2	3	4	5 DX
3	3	2	2	2	1	1	0	0	0
3	3	0	1	1	2	2	3	3	4 DX
4	3	0	0	1	2	2	3	4	5 DX
4	3	3	3	2	2	1	1	2	3 DX
4	3	0	0	1	1	2	2	3	4 DX

Attacker Losses.
Defender Losses.

Victory Point Track

0	1	2	3
4	5	6	7
8	9		

Terrain Effects Chart

Type	Movement Costs			Combat Effects			Notes
	DRY	MUD	FROST	DRY	MUD	FROST	
 Clear	1/1	3/2	2/2			Attacker -10%	
 Hills/ Broken	1/1	3/2	2/2	Attacker -10%	Attacker -20%	Attacker -10%	
 Forest	1/1	3/2	2/2	Attacker -10%	Attacker -30%	Attacker -10%	
 Marsh	3/2	4/2	2/2	Attacker -20%	Attacker -40%	Attacker -10%	
 Town	See other terrain			Defender -10%	Defender -10%	Defender -10%	
 City	See other terrain			Defender+1 dir./Attacker+1 car Defender+1 dir./Attacker+1 car			Mock units use dir. as their attack strength when attacking on city hex.
 Fort/ Fortified	See other terrain			Defender+2 dir./Attacker+1 car			Effects are cumulative with fort as the base.
 Minor River	+1mf			Attacker -10%	Attacker -20%	Attacker -10%	
 Major River	+1mf	+2mf	+1mf	Attacker -40%	Attacker -50%	Attacker +20%	
 Lake Hostile	May not cross	May not cross	+1mf	May not retreat	May not retreat	Attacker -20%	Swamp. Even non-elves to travel across this is suicidal.
 All-Lake	May not cross	May not cross	2/2	May not retreat	May not retreat	Attacker -20%	Even w/ice. In fact, they can sink! or cut off, or get sea more water, supply this way many be forced through.
 Snow	+2mf	+2mf	+2mf	Attacker -50%	Attacker -50%	Attacker -50%	
 Perch Straits	+1mf	+1mf	+1mf	Attacker -40%	Attacker -40%	Attacker -40%	Defender and dir. may result capture/retreat bonus only if it's 1st for sea movement.
 Shoal Line	See other terrain			Defender +10%	Defender +10%	Defender +10%	