

Footnotes*

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Town Planning in TANK!

Tactical game maps usually have a town or village to shield the defender, serve as an objective to fight over, or just generally get in the way. At the scale of **PanzerBlitz**, a village can be just a clump of undifferentiated hexes constituting a special type of terrain. At the scale of **Sniper!**, the town is a highly differentiated maze of walls, floors, windows and stairways. **Tank!** has a scale intermediate between these levels, and we may "build" a town, village or hamlet on the **Tank!** map that simulates the characteristics of buildings, or blocks of buildings appropriate to this scale.

Take fortification counters from any other SPI game (e.g., **American Civil War**). Arrange them individually, or in clumps, leaving "streets" or "alleys" one hex wide between separate blocks. Blocks of buildings may exist in two states: Intact or Destroyed. (Since our borrowed fortification counters will normally come in two colors, i.e., blue and gray, this is easily represented.) Buildings increase the Defense Strength of soft targets deployed "in" them, block the line of sight, and prohibit the entry of vehicles. For spotting, units in buildings are treated as if they were in prepared positions. Because they are highly valuable, however, buildings have a lower defense value than prepared positions. The exact value of this Defense Strength depends on the type of construction. The following table is conjectural:

Type of Building	Defense Strength
Stone or Brick	10
Wood Frame	6
Adobe or Mud	4
Bamboo, Thatch, etc.	2

The material of our village will depend, of course, on the geographic area of the scenario. One building in each village might be of more solid construction (the church, town hall, police station, etc.). Remember that most agrarian villages have a plaza, square or large open market space in the middle.

Whenever a unit in a built-up hex suffers elimination in combat, the building is considered Destroyed. This halves the Defense Strength of the hex, but still prevents vehicle entry and still blocks the LOS/LOF.

Players who enjoy miniatures, or model railroading might experiment with more sophisticated rules for multi-story structures, basements, unusual types of structure (oil tank farms, factory and warehouse buildings big enough to contain AFV's, etc.). Recall that church steeples have often been very useful for spotting since they generally tower higher above the surrounding terrain features (at least in Western Europe). For scenarios set in Far Eastern or Tropical environments, it might be possible for AFV to overrun and completely eliminate "hooches," grass shacks or other insubstantial structures.

For scenarios using artillery, the attacker's first act will, obviously, be to plan or call in fire to flatten the village to rubble. In compensation, we might make units in town hexes immune to Panic, or at least give them a lower Panic Level (defenders who have something tangible to defend tend to be more resolute).

— Mike Markowitz

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WORLD WAR I

Alternate Central Powers Strategy

I believe that the Central Powers Player in the **World War I** historical game has an excellent chance for victory if he does not try knocking Russia out of the war for Victory Points.

Against a competent Russian this can be very difficult. The Russian Player can retreat a hex or two in the First Attack Phase and the Germans and Austro-Hungarian forces will find it difficult to attack in the last two Attack Phases. During the winter Turns, Second and Third Phase attacks will be impossible. By the time the Russians have withdrawn to defenses around Kiev, only the Stosstruppen units can dislodge them, hopefully, before Turn Ten.

By this time, the drain of German CRP's in holding the Western Front, the Austro-Hungarian CRP losses on the Italian Front, the CRP's spent holding back the Allies in the Balkans, and the losses from a strong offensive against Russia will leave the Central Powers with an acute problem of dwindling resources. Once their CRP's are gone, so is the push in Russia. To take the combat losses on the Western Front with no CRP's, the Germans must give up ground (and Resource Centers). Gone is any chance of victory.

An alternate strategy for the Central Powers would be to capture all the Resource Centers as their key to victory. Initially they control 14 Resource Centers. After an all-out offensive in Belgium and France for the first

two Turns, two or three more Resource Centers can be taken. Then, the Germans should merely hold on to what they have captured until the Stosstruppen units are available.

As early as possible, the Austro-Hungarian Army on the Italian Front should be replaced with a German Army. If possible, maneuver a German unit into the fortification at Trent. With their high defensive value, German CRP losses will be lower than Austria-Hungary's losses would be. This will free AH CRP's for the other fronts.

Deploy two or three Central Powers armies (including one German army) to the south to help the Turkish and Bulgarian forces against Serbia and any Allied armies landing in the area. If handled properly, the defense of this front can be accomplished with a minimum of CRP losses.

The key to this strategy is a stepped-down offensive in Russia. The Central Powers should only attack enough to keep the Russians at bay. CRP losses should be taken from the Austro-Hungarians to conserve German resources.

Once the Stosstruppen units are available, they should be sent to the Western Front. They should attack each and every Attack Phase possible, using infiltration tactics. The object of this renewed offensive should be to capture French Resource Centers.

At the same time the German army starts its new drive against France in Game-Turn Seven, the Central Powers should go on the defensive everywhere else to make certain that the Stosstruppen in France have enough CRP's to maintain their offensive. The Germans and Austro-Hungarians can withdraw a hex or two from the Russians during their Movement Phase to avoid combat. Care will have to be taken that there are no holes in the defense line that the Russians can slip through on their next Movement Phase to threaten the Resource Centers in Germany and Austria-Hungary. These must not be lost.

If the Central Powers are successful in capturing Resource Centers in France and Belgium, and do not lose any in their own countries, they will have 22 Resource Centers for 110 Victory Points. This does not take into account any Victory Points gained if the Allies invade the Balkans to open up another front.

The Allies will have 90 Victory Points (75 for the automatic blockade award, 10 for the Resource Centers in Italy, and 5 for the German invasion of Belgium).

Whether or not such a strategy was plausible or even practical six decades ago on the battlefields of Europe, it certainly seems to work on a hex-covered mapboard with clashes between cardboard armies.

— L. Czinder

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BATTLE FOR GERMANY HISTORICAL NOTES

This table presents the historical organization and location of forces at the beginning of **Battle for Germany**. Note that some units (those with annotated strengths) are not provided in the game equipment. Hex numbers (shown in parentheses) are approximate; in most cases, all units would be within one hex of the hex listed. Hngr = Hungarian, Br = British, Ca = Canadian, Po = Polish; nationality of corps in Western Allied armies is only shown when different from the nationality of the army. Sources of information include: National Archives Roll nr. 60-15, **Order of Battle of the German Army**; Seaton, **Russo-German War, 1941-45**; Ziemke, **The German Northern Theatre**; Ziemke, **Stalingrad to Berlin**; Shulman, **Defeat in the West**; Thorwald, **Defeat in the East**; **Army Almanac, 1950**.

OB WEST - RUNDSTEDT (2107)
39th Panz

ARMY GROUP H — STUDENT
25th Army (2502): 30th (1-3-4), 88th (3-4-4)
1st Para Army (2504): 86th (3-5-4), 2nd Para

ARMY GROUP B — MODEL
15th Army (2305): 81st, 12th SS, 74th
6th SS Panz Army (2105): 1st SS Panz, 2nd SS Panz, 67th
5th Panz Army (2004): 47th Panz, 58th Panz, 66th Panz
7th Army (1905): 80th, 85th, 53rd (3-4-4).

ARMY GROUP G — BALCK (1707)
89th (2-3-4)
1st Army (1805): 13th SS, 82nd, 90th

ARMY GROUP UPPER RHINE — HIMMLER (1606)
14th SS (1-2-4), 18th SS (1-3-4)
19th Army (1605): 63rd, 64th

OB SOUTHWEST - KESSELRING

Liguria Army (0805): 75th, Lombardy (2-3-4)
ARMY GROUP C — VIETINGHOFF
14th Army (0610): 1st Para, 51st Mn (2-4-4)
10th Army (0712): 14th Panz, 76th Panz, 73rd

OB SOUTHEAST - WEICHS

ARMY GROUP F — WEICHS (0820)
97th (2-4-4), 15th Mn (2-4-4), 15th SS Cav (3-4-5), 91st (3-4-4)

ARMY GROUP E — LOHR (0524)
34th, 21st Mn, 69th (1-3-4)

OKH - GUDERIAN (1816)
5th SS Mn (2-3-5)

ARMY GROUP NORTH — SCHOERNER (Off Map)
16th Army: 1st (3-5-4), 2nd (3-4-4), 10th (4-6-5), 38th (2-3-4), 50th (3-4-5), 54th (2-3-5), 3rd SS (5-5-5), 6th SS (3-4-5), 28th (1-3-4)

ARMY GROUP CENTER — REINHARDT
3rd Panz Army (3423): 28th (1-3-4), 9th, 26th
4th Army (3224): 41st Panz, 6th, 55th
2nd Army (2924): 20th, 23rd, 27th
9th Army (2623): 46th Panz, 8th, 56th Panz, 40th Panz

In Reserve (2923): Goering Panz (5-5-5), 11th SS, 4th SS Panz

ARMY GROUP A — HARPE (2221)
10th SS (2-3-4), G. Deutschland Panz (2-3-4)
4th Panz Army (2324): 42nd, 24th Panz, 48th Panz

17th Army (2124): 59th, 11th (3-4-4), 7th (1-3-4)

1st Panz Army (1925): 49th Mn, 43rd (3-5-4)
ARMY GROUP SOUTH — FRIESSNER (1419)

1st Cav (4-6-5), 1st Hngr (1-3-4), 2nd Hngr (1-3-4), 3rd Hngr (2-4-4)

8th Army (1724): 17th, 4th Panz, 29th
6th Army (1622): 57th Panz, 3rd Panz, 72nd, 9th SS Mn
2nd Panz Army (1120): 22nd Mn (1-3-4), 68th

OB NORTH - FALKENHORST (Off Map)
18th (2-3-4), 19th Mn (4-6-5), 33rd (2-4-4), 36th (3-4-5), 70th (3-4-4), 71st (3-5-4)

SHAEF - EISENHOWER (1701)

US 18th Abn

21st ARMY GROUP — MONTGOMERY
Canadian 1st Army (2401): 2nd, Br 1st
British 2nd Army (2403): 8th, 12th, 30th

12th ARMY GROUP — BRADLEY
US 9th Army (2304): 13th, 19th
US 1st Army (2104): 7th, 5th, 8th
US 3rd Army (1804): 12th, 3rd, 20th

6th ARMY GROUP
US 7th Army (1604): 6th, 15th
Fr 1st Army (1405): 1st, 2nd

ITALY - ALEXANDER

15th ARMY GROUP — CLARK
US 5th Army (0511): 4th, 2nd, Br 10th
British 8th Army (0512): 13th, 5th, Ca 1st, Po 2nd

YUGOSLAVIA - TITO

Yu 1st, Yu 2nd, Yu 3rd, Yu 4th

SOVIET UNITS - STAVKA

2nd BLT FRONT — EREMENKO (off map)
6th, 10th

1st BLT FRONT — BAGRAMYAN (3524)
3rd BR FRONT — CHERNYAKHOVSKY (3225)

2nd (7-7-4), 11th

2nd BR FRONT — ROKOSSOVSKY (2925)
5th Tk

1st BR FRONT — ZHUKOV (2624)
Pol, 8th, 1st Tk, 2nd Tk

1st UKR FRONT — KONIEV (2224)
3rd, 5th, 3rd Tk, 4th

4th UKR FRONT — PETROV (1825)
1st

2nd UKR FRONT — MALINOVSKY (1422)
4th (2-4-4), 7th (7-7-4), 6th Tk (6-4-6), 1st Rum (2-4-4)

3rd UKR FRONT — TOLBRUKHIN (1220)
4th (7-7-4), 9th (7-7-4), Bul

WEST GERMAN REINFORCEMENTS

Turn Two: 13th (3-4-5)

Turn Five: 11th Army (2-3-4)

Turn Six: 12th (1-2-4)

Turn Eight: 12th Army (5-5-5)

EAST GERMAN REINFORCEMENTS

Turn Three: 5th (2-3-4)

Turn Four: Feldh. Panz (3-2-7), 16th SS (1-2-4)

Turn Five: Moser (1-2-4)

Turn Six: Kohls. (2-3-4)

Turn Seven: 101st (1-2-4)

Turn Eight: 51st (1-3-4), 18th Mtn (2-3-4)

Turn Nine: 32nd (1-2-4)

UNITED STATES REINFORCEMENTS

Turn Two: 21st (4-8-6)

Turn Four: 16th (4-8-6)

Turn Six: 22nd (3-6-6)

Turn Eight: 23rd (3-6-6)

— Steve P. Kane

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CAVALRY IN BLUE AND GRAY

The **Blue & Gray QuadriGame** rules make no differentiation between infantry and cavalry. This is reasonably correct for combat because cavalry in the Civil War fought essentially like infantry. In the face of the longer ranged rifled muskets of the time, the cavalry charge was not effective, and therefore, not used.

However, there is no provision in the rules for the effective use of cavalry in scouting and screening. While scouting is superfluous in the game situation, since both sides have complete knowledge of all unit locations, there is a place for cavalry as a screening force or as rapid moving mounted infantry. To simulate these capabilities, the following rules are presented:

a. Cavalry units have a Movement Allowance of "8." This represents their ability to move faster than foot troops while mounted. Note that their ability to move in rough and wooded terrain is about the same as infantry. The two additional Movement Points are usable only in clear terrain or on roads and trails.

b. Cavalry must expend two additional Movement Points to enter an Enemy Zone of Control. This simulates dismounting and forming up as infantry for engaging in combat.

c. Cavalry may refuse combat and retreat one hex before combat under the following conditions:

1. The cavalry unit was not in an Enemy Zone of Control at the beginning of the Enemy's Movement Phase.

2. The cavalry unit has a hex into which it may retreat which is not in an Enemy Zone of Control, not blocked by impassable terrain, and does not have more than one Friendly unit occupying it (displacement is not allowed under these conditions).

3. The retreat takes place after all movement and before any combat. An Enemy unit may not advance into the hex vacated by the cavalry unit. In the case where adjacent Enemy units are not attacking the cavalry unit, but are attacking other Friendly units while Enemy artillery bombards the cavalry unit from a greater than one hex range, the cavalry unit may still retreat before combat to avoid being pinned in place by the adjacent Enemy unit during the next Friendly Movement Phase. In other words, a cavalry unit may retreat before combat any time an Enemy unit of any type enters its Zone of Control, whether it will be attacked by that unit or not.

4. If a cavalry unit not in an Enemy Zone of Control is attacked solely by artillery from ranges greater than one hex, it may not retreat before combat.

The rationale behind the conditions for retreat before combat is that a cavalry unit, upon observing Enemy forces forming up and advancing toward them (entering their Zone of Control), would be able to put out enough fire to slow the attacking forces down, and still have sufficient time to mount up if necessary and move out of range of the advancing forces.

In the case of artillery bombardment only, the attack comes without warning, in that no forces can be observed to be approaching the cavalry unit, and the artillery fire can be more intensive and last longer, because there is no danger of hitting the advancing forces. Also, in view of the strength of most of the artillery and cavalry units in the game, the most likely outcome (other than Attacker Retreat) is Defender Retreat, which is the net result of retreating before combat. If sufficient artillery Strength Points are brought to bear to make a "DE" or "EX" result possible, requiring the cavalry unit to receive the attack, it is still consistent, because that much artillery would conceivably be capable of destroying a unit before it has a chance to react and move out of range.

— Robert D. Zabik

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ARNHEM PROTOTYPE MAP

There seem to be several discrepancies between the prototype *Arnhem* map in MOVES 23 (p. 15) and maps in the late Cornelius Ryan's *A Bridge Too Far*, which I feel to be the authoritative work on the Market-Garden Operation.

Some of the most obvious differences are:

1. Presumably dashed and solid lines represent secondary and primary roads, respectively; if so, you've overestimated the quality of several roads — only the raised highway was of good enough quality to carry medium tanks between the Waal and the Lower Rhine. You show two roads there, plus a third leading W and NW to the Lower Rhine; this was in fact barely good enough to

support the light armored vehicles of the 2nd Household Cavalry. [Our source for the *Arnhem* map was taken from the 1939 Michelin map, 1:100,000, updated by the U.S. Army in 1943 and used in the campaign. Solid lines are primary roads, metalled, 6-8 meters wide; dashed lines are narrower and secondary roads. The road net generally is curious in regard to the battle. Our source (and others) show roads and bridges which the Allies apparently ignored in their original operational plans (much as they overlooked the possible uses of the Driel ferry). All the roads in the *Arnhem* area would "support" tanks, but eventually the roads would become unusable for the more important supply traffic. — Ed.]

2. If the parachute symbols represent drop zones, you seem to be off on several. The one in 2524 (82nd Airborne, 505 and 508 Rgts) should be in 2223-2023 (the Groesbeck area). [The symbols represent supply drop zones, not troop drop zones; the 82nd drop zone was shown incorrectly, but had been subsequently relocated. — Ed.]

3. If towns have any effect on play, St. Oedenrode (1004) should be included.

— Joseph B. Gurman

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GEOGRAPHY LESSON FOR KINGMAKERS

One of the lesser delights of the increasingly popular British import, *Kingmaker*, is trying to find some of the more esoteric locations on the somewhat convoluted map. It is not unusual to see players stare intently at the surface for minutes on end, as if the eyes of Cagliostro were implanted in the fold, vainly searching for the mystical port of Winchelsea. Alas, barons, it is nowhere to be found — at least not by normal means. Other, more common (but not less difficult) questions, such as unmarked area boundaries and unnamed rivers can make an already subtle game approach the limits of obscurity. Hopefully, the information below will help relieve much of the anxiety that has been caused by this somewhat xenophobic oversight.

The Cheviots: These are a range of hills in and around Northumberland, located on the map (probably) at Chillingham.

Ravenser: Misprinted Ravensburn on the map (unless you have a new map).

Winchelsea: Nowhere to be found printed; it's one of the Cinque Ports and it is located just NE of Pevensey. Use the port directly south of Rye.

The River Tees: This is the river between Durham and Whitby, in the Northeast.

Wales: Wales includes the following locations. One box east of Rhuddlan, one box east of Denbigh Chirk, one box south of Chirk, one box NW of Ludlow, box W of Ludlow, box west of Hereford, box NE of

Brecon, box N of Usk, and Usk. Chester in the North, is not part of Wales. (Honest!)

Devon and Cornwall: This area includes Exeter, but no other area east of the River Exe, which runs just west of Exeter. Oxford is neither in Devon nor Cornwall.

Ports: Some ports are attached to more than one box; they are thus affected by either or both of those boxes, e.g., the port directly south of Beaumaris is controlled by both royal castles, Beaumaris and Caernarvon, and the port of Bristol has not only the city of Bristol, but the castles of Berkly and Usk.

Note, also, that neither Beaumaris nor Carisbrooke may be entered by land; they are islands. Also, you may not cross estuaries on land; thus to go from Rochester to London takes at least two boxes, and from Usk to Bristol at least three.

Furthermore, there is a great deal of confusion as to whether the city of London acts as part of the dividing line (actually river) that runs NE to SW directly thru it, thus splitting that large area. The answer is yes, it is a part of the boundary. You may enter London by entering either of those boxes, but to move from "West London" to "East London" costs one movement point.

—Richard Berg

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FAST CARRIERS ERRATA

[25.11] (CHANGE) In order for the Japanese Player to win, all eight of the US Battleships must be in a D2, D3 or D4 state at the end of the Tactical Routine.

[25.33] (CHANGE)

Midway: 2 SBD (instead of three)

[25.43] (CHANGE)

Saratoga (006) 6(F4F), 5(SBD), 3(TBF)

Enterprise (004) 5(F4F), 6(SBD), 3(TBF)

Wasp (008) 6(F4F), 5(SBD), 3(TBF)

[25.63] (CHANGE)

Saratoga (007) 5(F4F), 6(SBD), 3(TBF)

[14.5] (CHANGE)

Line 6, Column +3: the correct result is D2 (not D1).

ISLAND WAR ERRATA

Leyte

[16.14] (OMISSION) U.S. Player receives 5 VP for occupation of each hex listed.

Reinforcements: (CHANGE) Nov. 9 - U.S. 3-2-5 enters hexrow 0001. Nov. 3 - Jpn. 4-6-5 is x3.

[16.24] (OMISSION) Limon is in hex 2503.

Saipan

[12.1] (OMISSION) One unit of any type may be taken for each remaining vacant Beach-head Marker during each Turn after the First Game-Turn.