

The Gamer's Guide to THIRD REICH

THE AVALON HILL GAME COMPANY'S TRADEMARK FOR ITS GAME OF WORLD WAR II GRAND STRATEGY



The Avalon Hill Game Company

WARGAMER'S GUIDE TO THIRD REICH

The Avalon Hill Game Company's *WARGAMER'S GUIDE TO THIRD REICH* is dedicated to the presentation of authoritative articles on the strategy, tactics, and variation of that game. Historical materials are included only inasmuch as they provide useful background information on *THIRD REICH*. The *GENERAL* is published by The Avalon Hill Game Company solely for the cultural edification of the serious game aficionado, in the hopes of improving the game owner's proficiency of play and providing services not otherwise available to the game buff. The Avalon Hill Game Company is a division of Monarch Avalon Industries, Inc. The shares of Monarch Avalon, Inc. are publicly traded on the NASDAQ System under the symbol MAHI. For information about the company write to Martha Burman at the executive offices of the company, 4517 Harford Rd., Baltimore, MD 21214.

Publication is bi-monthly with mailings made close to the end of February, April, June, August, October and December. All editorial and general mail should be sent to The Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214. One year subscriptions are \$12.00. Two year subscriptions are \$18.00. All domestic subscriptions sent via bulk permit. Domestic First Class Delivery and all subscriptions to Canada and Mexico must pay an additional \$9.00 per year postage charge. All overseas subscriptions must add an additional \$12.00 per year postage charge. Send checks or money orders only. The Avalon Hill Game Company is not responsible for cash lost in transit. Those with a current American Express, VISA, MasterCard or Choice may call 800-638-9292 toll free to renew subscriptions or order merchandise. Absolutely no complaints or questions will be handled on this number. Any business other than a credit card purchase must be handled by mail. Address changes must be submitted at least 6 weeks in advance to guarantee delivery. Paid advertising is not accepted, but news of importance to the gaming community is solicited. Convention announcements must be received at least 3 months in advance and contain information pertaining to The Avalon Hill Game Company's games in use.

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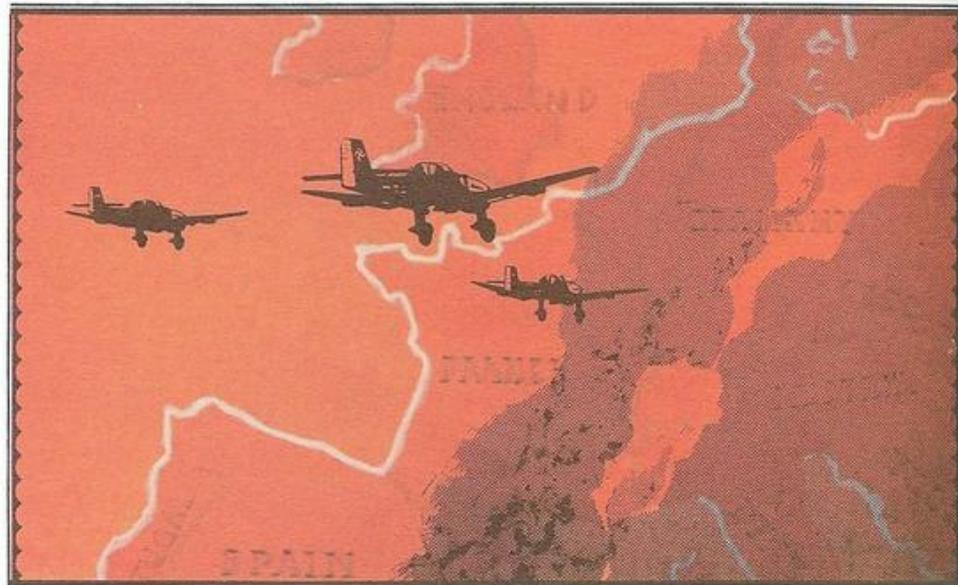
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AH Philosophy

Few wargames have worn their years as gracefully as *THIRD REICH*. Nor have many been as controversial. Before unleashing you into the articles which follow, I've been asked to share some thoughts on the game and its checkered history. I guess that's my reward for answering the nut-mail on this thing for the past decade.

In late 1974 the game was under the pressure of an impending publication deadline which would enable it to be released to the retail marketplace in time for Christmas sales. I, as a neophyte developer, met that deadline—much to my later regret. I was rather new at this developer business and more than a tad green at the ways of the world. I had not yet learned that Management could be told that a game wasn't ready yet, nor that game

designers were not as all knowing as they professed to be. *THIRD REICH*, perhaps more than any other game we'd attempted up to that time, required much playtesting to eliminate possible "perfect plan" strategies which might stagnate the dynamics of play. Any game of such scope and with such innovative mechanics is especially prone to this potential failing. For all our efforts in this regard, we still managed to miss the Airborne Attack on London with massive air support which usually knocked Britain out of the game with a 2-1. It was not long before a hurried Second Edition was in the works. Worse, for all its innovations and varied strategies, the original prototype simply did not work. For example, in the original prototype all naval interception was automatic and all losses incurred



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were an even exchange of factors. The only "combat" was accounted for by a die roll which enabled you to choose to lose one-third, two-thirds, or all of your factors—forcing your opponent to match your factor loss. I thought this would prove unsatisfactory to most wargamers and asked the designer to submit an Interception Table and a new naval combat system. The chart he sent me, among other questionable mathematics, made Interception easier at 20-hex range than at one hex range. I guess something got lost in the translation.

Few gamers realize that *THIRD REICH* was originally submitted as a divisional level game—which meant that each country had hundreds of counters. As such, it was more an exercise in counter-stacking and finger dexterity than a test of grand strategy. The game had to be switched to corps-level and the airpower watered down to manageable levels before we could even start testing. Such was my concern with weeding out these "perfect plans" and ironing out the game system that it preoccupied the greater part of our limited development time—time that could have been used for a restructuring of the rules in a more concise format. In short, I was too busy playtesting and redesigning the original prototype to do more than cosmetic surgery on the submitted rules. In retrospect, we spent too many of our game design BRPs in making the game work and not enough on rules presentation. The result was a bulky set of rules which demanded several readings for comprehension. I'm still amazed that the game became so popular despite its awkward initial presentation.

THIRD REICH stressed three variables—war effort, airpower and armored capability—to simulate the new art of *Blitzkrieg* or mobile warfare in Europe. Central to the design is the concept of the "Basic Resource Point" (BRP). World War II was, more than any other, a war of industry and technology. Offensive capability—in fact, any capability—had to be purchased with labor and raw materials, and then maintained by the same. In the real war, German resistance continued until February 1945 when, for all intents and purposes, it suddenly collapsed. The remaining three months were spent largely dividing up the carcass of a defeated Germany.

Similarly, there are those critics who claim that the game would have been more interesting with BRPs spent on technology to introduce bigger and better weapons systems. But given three-month Game Turns, can't one more readily assume that such technological improvements are occurring simultaneously for both sides (or near simultaneously as shown by changes in Initiative which provide devastating "double turns"). That is, can't we assume that the Russian introduction of the T-34 is soon balanced by the German introduction of the Mk IV with an upgunned 75 or a Panther? Do we really need to drag the players through the mechanics and record keeping of such technological improvements? Isn't it easier on the players to just assume that such developments have a counterbalancing effect at this time scale? Or do we really need to introduce new armor counters with greater strength to reflect bigger and better tanks? Surely the Panzer Corps of 1944 is more than a match for the Mk II's which conquered Poland, but is it not also true that those Panther are now facing Shermans and SU-85's rather than cavalry? The relative strengths of these forces as measured against the opposition has not changed. Thus the emphasis remains on questions of grand strategy, not tactics. For the effects of technological advances and also to introduce new situations into our game, we fell back on the Variant chits—a less obvious but far more elegant way of showing the importance of technology in the game.

In any given historical situation, there are a few elements which are the determining factors in the outcome. Game design has always sought to cap-

ture these historical elements, thus recreating the feel for the players. But if the historical result were the outcome of the game each time, then it would not be much of a game. Many have bemoaned the fact that "quirky" things happen in *THIRD REICH*. There is no quirkiness here, there are only players unwilling to adhere to sound strategies. The point is that in the game practically everything is left up to the players. The rules are no more than an agreed method of procedure and resolution of conflict. I would argue that this is the only way it can be. The alternative amounts to no more than an operational game system illegitimately expanded to the strategic scope. The game, having provided the parameters of what could happen, has done its job. If players wish to stray from a historical course to invade Sweden or Spain, who is to say that perhaps they aren't better Grand Strategists than Churchill or Stalin.

Different historical situations have different determining elements. World War II, because it was technological, was a war that depended on the industrial base and raw material of the participants. Any strategic game of the great conflict, to be successful, must represent that element to recapture the past; like the great war photos, it conveys a feeling of a time when things were happening. So armor and airpower were deliberately made the most potent offensive forces and the playing area of the board was made as large as possible to permit the wide maneuver of such units. The fascination of the strategic game is its glimpse at the possible worlds there might have been—tempered by the realization of what happened—or might have happened—historically.

Ideally, any game should approach chess in the number of plausible winning strategies. Good players, as you will see in these pages, will analyze several different lines of play. For this reason alone, *THIRD REICH* can take some time to play. This characteristic of strategic games means that the developer should make the mechanics as simple as possible, while retaining the key "determining elements". This is the worn "playability versus realism" debate taken to a new level. Realism must perforce distinguish every factor, but is not that approach impossible at the strategic level of play? We could have added turn phases *ad infinitum*, but to little effect. In *THIRD REICH*, we chose to emphasize free choice in grand strategy and the economy of war. The resulting system reflects much about the dynamics of World War II, but the game has to be played extensively before these insights can be appreciated.

The historical outcome is possible in *THIRD REICH*—but not as most gamers considered it in 1974. It is perfectly possible for the players in the course of the game to make the same broad sweeping decisions as actually occurred in the war for their own purposes. This amounts to saying that the realism in the design consists of establishing a game logic which leads participants inexorably to decisions similar to those made historically. Historical patterns are not imposed in *THIRD REICH*, but are certainly encouraged (see, for instance, the article "The Fuhrer's War" in this Guide).

The original *THIRD REICH* rules were repetitive and ambiguous. The original design did not intend them to be the definitive set of all encompassing rules we've come to know today, but rather to serve as an outline of situations that could occur. (In 1975, this situation was ameliorated somewhat by a hasty second edition to cover the most obvious glitches.) Despite this, from the very first interest was high in the game. Without a doubt, *THIRD REICH* was the most talked about game of the year. Honors followed. It was called "Best Game of the Year" and won the Charles Roberts Award (1974). *Campaign Magazine* also named it "Best Game of the Year" in 1974, and readers of that periodical later elected it "Best Game of All Time" several

years in succession. It spawned a spate of imitators and a wave of Grand Strategic games on various wars. *THIRD REICH* was certainly a milestone in a hobby previously dominated by games on the operational level. More importantly, *THIRD REICH* was a commercial success. The second year's sales outshone the first—the mark of a classic in the making. Many have tried to approach its success but all have failed to match it. We have since turned down a half-dozen imitations applied to the Pacific Theatre including one by the original designer—but none have come close to matching the enjoyment of *THIRD REICH*.

This popularity and critical acclaim is even more remarkable in light of the game's complexity and the original's admittedly poor development. But cracks in the monolithic facade of the rules had begun to show, and no simple patch in the pages of *The GENERAL* or a second edition was going to seal them. In recognition of the game's continuing popularity and to soothe the embarrassment of having "authored" the original rules, in 1979 I volunteered to put the game through the entire development process again. An international team of *THIRD REICH* enthusiasts assembled to test and debate the heavily revised rules. Years of experience with the initial version allowed these hard-working devotees—among them some well-known names: Larry Bucher (who shouldered much of the actual development work), Marcus Watney, Mark Nixon, and Bill Nightingale among others—to formulate and guide my efforts throughout an extensive blind playtest. Indeed, I had not worn the hat of a "Grand Strategist" in years, having been plying my trade in the same era but at the squad level for much of the interim.

So, *THIRD REICH '81* came to be, finally, much more than simply a "cleaned-up" 3rd edition of the original. Among the changes was a completely revised Second Edition mapboard with terrain alterations that had profound effects on the play of the game, while being both more functional and attractive. One critic, while spouting his qualifications as a professional cartographer, recently tried to score points with his audience in a wargame magazine by citing *THIRD REICH*'s map as an example of the worst the hobby has to offer. Whatever points he scored with his audience, he rapidly lost with me when he went on to describe 1914 as one of the best—a mapboard I'd be hard-pressed to describe in any manner other than an "unplayable eyesore". So forgive me if I dispatch one professional cartographer's critique with an application of the "Matter of Individual Taste" defense. The scenario cards were redesigned to present more useful information. However, the greatest change was found in the rules themselves. Not only are they now more complete and better organized, but they contain many design innovations that improved dramatically the play of the game.

The concept of a "Gamer's Guide" to *THIRD REICH* had long been discussed. Indeed, Marcus Watney and Nicholas Palmer in Great Britain had submitted a fair amount of material with this in mind some years ago. But the revision of *THIRD REICH* in 1981 made much of their effort obsolete. The idea languished until Rex Martin (casting about for something to earn his keep no doubt) independently volunteered to oversee production on such a project. Enlisting two experts—Marcus Watney and Larry Bucher, both of whom had an extensive hand in the shape of the game today—as Contributing Editors, Rex then spent two years getting the mass of material packed into the volume you now hold. A combination of the best of previously-printed articles revised for the new rules and entirely new material, *The Gamer's Guide to THIRD REICH* is the latest, if not the last, word on the best of all strategic games by the best of its players.

Don Greenwood



RECORD KEEPING IN THIRD REICH

After my first two or three games of *THIRD REICH* I abandoned the BRP tracks and counters in favor of a written running record by country and turn. During the third edition playtest I learned that others had done the same: Bob Cross and Dr. Mueller both sent in copies of the forms they used and my practice was primitive by comparison. The playing aid in this issue is largely adapted from Dr. Mueller's submission.

The form is largely self-explanatory. The YSS portion follows the summary given in the box on p. 22 of Vol. 18, #4; the asterisks are a reminder that the 1940 YSS differs in sequence. The eight little boxes overlapping columns are for recording combined Axis and Allied totals for purposes of determining initiative for the coming turn.

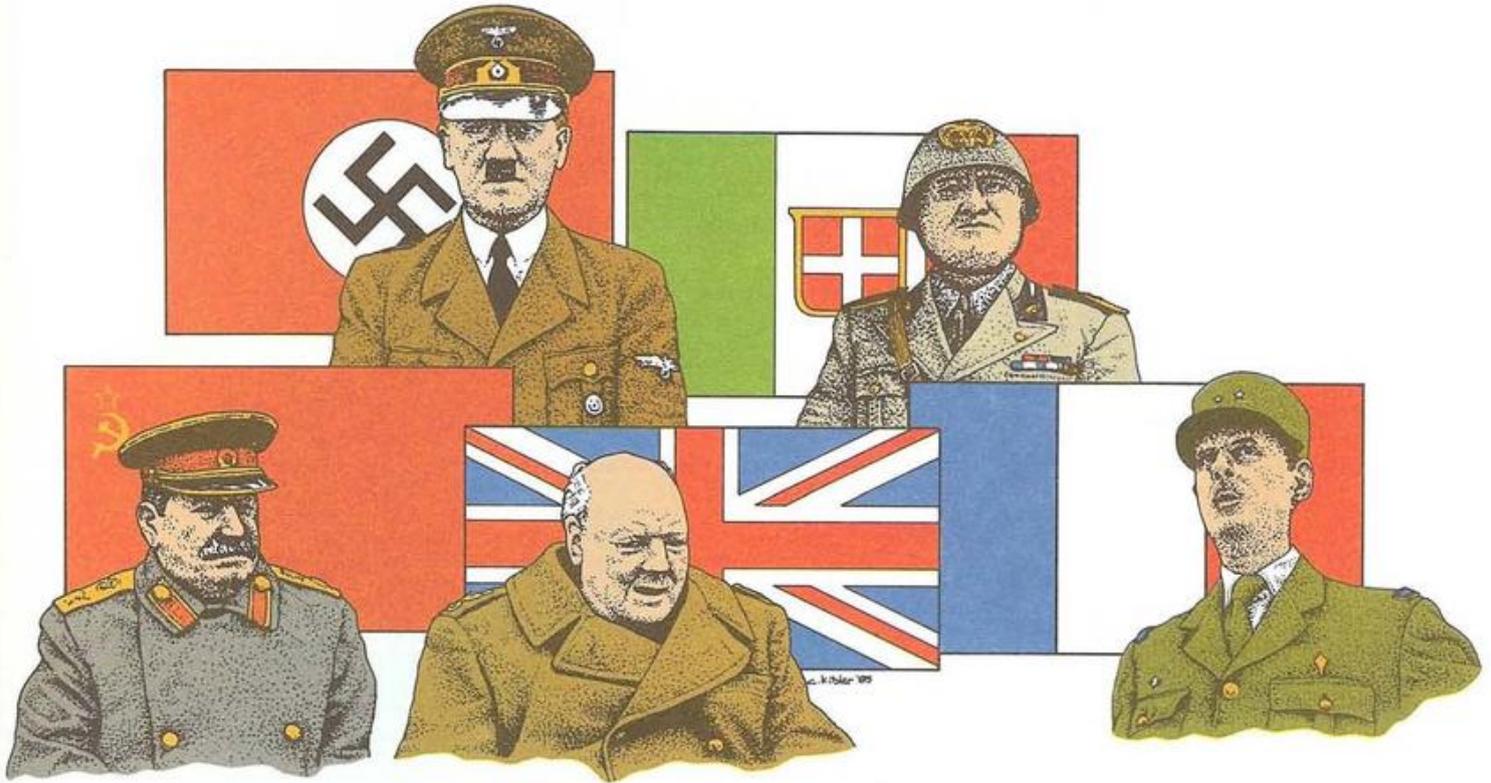
Some won't like France and the USA sharing a column. The column can be split by a line down the middle when necessary. I think the space gained to record the normal game outweighs the inconvenience in the unusual game.

It is up to the player how elaborate a record he wishes to keep in the seasonal boxes. Liberal use of abbreviations is very helpful. Some examples of possible entries:

(DoW)	Be, Ne, Lux	-30	FA Bu 2 Sp 1	-3
(Offensives)	East, Med	-30	Russia (Murmansk)	-40
(Builds etc.)	1 4-5	-8	Vichy deac roll	-5
	3 3-4	-9	(Gains) Leningrad	+15
	1 fleet	-27	actvn of Spain	+30
	1 ptsn Fr, 2 Gr	-6	rcvd via Murmansk	+26
	Loss of Suez	-25		

A player who dislikes so much writing can find his own short cuts, e.g. "builds -50".

	Third Reich	GERMANY 50%	ITALY 20%	GREAT BRITAIN 40%	RUSSIA 30%	FRANCE 30% U.S.A. 60%
Y S S	Previous Base					
	+ Leftovers x % *					
	- SW BRP deficit					
	New Base					
	+ Conquests, etc. *1940					
	- non-SW BRP def.					
	Total					
	SW Builds					
	YSS Total					
	Per-turn limit					
S P R I N G	DoWs:					
	Offensives:					
	Builds & other expenditures:					
	Gains: Total					
S U M M E R	DoWs:					
	Offensives:					
	Builds & other expenditures:					
	Gains: Total					
F A L L	DoWs:					
	Offensives:					
	Builds & other expenditures:					
	Gains: Total					
W I N T E R	DoWs:					
	Offensives:					
	Builds & other expenditures:					
	Gains: Total					



GRAND STRATEGY IN THIRD REICH

An Introduction to The Avalon Hill Game Company's Most Popular Strategic Game

By Marcus Watney

The following article, authored by one of our editors, first appeared in the British publication THE PHOENIX (March/April 1979), unfortunately now defunct. It served so marvelously to introduce the game and the complexities of strategy inherent therein that we could not resist including it as our lead piece. Rewritten by Marcus to take account of the recent third edition rulebook and with the kind permission of the past editor of THE PHOENIX, this reprint well prepares the reader for the more esoteric discussions to follow.

This is not an objective game review. This is not an unbiased article. I make no bones of the fact that my purpose is to encourage more players to take the trouble to learn how to play *THIRD REICH* properly, and in this context I have to declare a vested interest. I am fed up with the difficulty involved in finding five players of equal calibre capable of more than just committing suicide. Lately my enjoyment has been increasingly marred by the idiocy of opponents and allies alike. Let us hope that the pen is indeed mightier than the cardboard sword, and that I can stimulate both new players to try the game and established players to improve their performance.

Why is it that, while The Avalon Hill Game Company tells us that it is ranked third of all their games in popularity, it is so rarely played and even more rarely played to conclusion? Too many *THIRD REICH* games simply fall apart as an unexpected lunge and the subsequent capture of some crucial capital bring the game to a premature, unrealistic end. The reason, surely, is that almost every player who has ever sat down to play it seriously for the

first time recognizes intuitively that it is a masterpiece of design, yet can not quite see how to play it and actually win! As often as not a player finds himself defeated by the game as much as by his opponents. The frustration that follows can lead to a player putting it aside permanently, while still voting it "Best Game" out of grudging respect for its obvious sophistication.

The problem really stems from the way the hobby's attitude to wargames has changed over the years. Gone are those halcyon days of the late sixties which I so enjoyed when the paucity of games ensured each received proper attention and, while opponents were difficult to find, they at least knew the available games inside out. Today it is the age of the pre-packaged disposable game, an age in which Babel-like we find ourselves in the midst of thousands of players—very few of whom speak our language, love our favorites. As a result we have become almost promiscuous, flitting from one game to another, increasingly frustrated, dissatisfied and cynical. It is not surprising therefore that *THIRD REICH* has a comparatively small following: those who give the game only superficial attention will get virtually nothing from it, for it is a game of the old sort, a lady of unimpeachable honor who only surrenders her secrets slowly and modestly over the years to her most faithful suitors. Those who do take the trouble to learn, however, are rewarded at the end of a well-played game with a sense of satisfaction and fulfillment rare in modern designs, regardless whether they be winners or losers. It is a strange fact that so gripping is the game that many good *THIRD REICH* players play nothing else. If you want to play the game well, the secret is simply to

give the game a chance and be willing to learn from the inevitable blunders of early games. And in case that sounds trite, let me at the start confess my own private disaster: in my first game while playing Germany I managed to get myself defeated in just one and half turns . . . by the Poles!

General Description of the Game

THIRD REICH is a "Grand Strategy" game with seasonal turns, units representing corps, and hexes about sixty miles across. The map covers the area from the Urals to Morocco, from southern Norway to Suez, which means that (with the exception of the action around Narvik) the whole European War can be properly simulated. Physically, the map is only 32" by 22", quite small by today's standards, yet it is extremely attractive visually and all relevant terrain features stand out unambiguously, apart from a few hexsides which have had to be separately defined as either passable or impassable. Because of the scale, the smaller countries have a rather stylized appearance: Poland is roughly seven hexes deep by four hexes wide; Belgium consists of only four hexes; and Luxembourg is just one. In fact, once the eye has grown used to it, this does not detract from the game at all.

Where *THIRD REICH* differs from most other wargames is the stress it lays upon economic considerations. The whole game revolves around not so much military victory as the successful management of one's economy. It is no use simply charging off into the wild blue yonder, capturing Paris and Moscow, and then sitting back with a self-satisfied grin asking cooly, "Have I won?" The

answer almost certainly will be no! The currency of the game is "Basic Resource Point" or BRP (irreverently pronounced "burp"), and this is used to pay for everything: troops, declarations of war, and offensives. The facts of economic life are starkly portrayed in the game, for there are only two ways to achieve economic growth, the prerequisite of victory: by saving or through conquest.

Of the two, saving is the slower and more arduous course but is also the more secure since conquered countries can always be reconquered by the other side. Each country receives its annual income at the beginning of the year. In 1939, for example, this varies from 75 BRPs (Italy) to 150 BRPs (Germany). A fraction (between 20% and 60%) of whatever was saved the previous year is then added to this income, which is thereby permanently increased for all future years. Finally income from conquered countries is added, though this does not increase the basic rate for future years and is more in the nature of a bonus. The actual growth rates are: Italy 20%, Russia and France 30%, Britain 40%, Germany 50%, USA 60%. Clearly, only Germany and the USA can expect to make much headway by saving BRPs, though Britain is usually forced to do so through sheer necessity.

The economics of conquest are more complex. First of all, units which are eliminated are never dead, only sleeping. They can be rebuilt at the end of any turn subject to available BRPs and the limits imposed by the counter mix. A country with a healthy economy can therefore immediately rebuild its losses, while a country with a weak economy can be brought to its knees by forcing losses upon it which it cannot afford to make good. The cost of each unit varies from one BRP per combat factor for infantry to three BRPs per combat factor for fleets, airforce and paratroops. Then, actually launching an attack costs an enormous 15 BRPs a turn; and, finally, declaring war on a player-country (e.g., Russia or Italy) costs 35 BRPs, or on a minor neutral country (e.g., Belgium) 10 BRPs. Since the conquest of most minor neutral countries reaps only ten or fifteen BRPs (or in the case of player-countries, half their annual income) per year, before deciding whether or not to invade one must take into account the costs of an offensive, the declaration of war and the replacement of losses incurred in the invasion, and balance this expenditure against the BRP value of the conquered country times the number of years one can reasonably expect to hold it. Will the venture show a profit? If one does choose to invade, it is a good idea to invade as early as possible, so that the conquered country can be incorporated into the victor's economy for the greater part of the game. For this reason the opening moves usually see the Axis grabbing a whole host of small neutral countries as rapidly as possible, in order to ensure a good economic position in the middle game. Obviously, it also makes sense to try and invade several countries simultaneously, so that the expenditure of 15 BRPs for an offensive is put to maximum use.

The mechanics of combat are interesting. Only armored units have zones of control, costing three movement points total to leave. Combat is voluntary. Terrain does not affect movement at all, only combat. All ground units are automatically doubled in clear terrain, tripled behind rivers, in mountains or while resisting seaborne invasion, and quadrupled in fortresses (the Maginot line, the Westwall, Leningrad, Sevastopol, Malta, and Gibraltar). The doubling in clear terrain is something new players often have trouble adapting to, though its effect is merely to convert a 4-6 armoured unit into a 4-8-6. Conversely, the weakening of rivers and mountains takes some getting used to as well. But to compensate for this "inflation" of terrain values, the Combat Result Table is correspondingly mild: 2-1 attacks are as safe as 3-1 attacks in other wargames, and even a 1-1 has a five-sixths chance of succeeding,

though at the cost of an exchange no doubt. The safe nature of a 2-1 attack has an interesting side-effect: because there is only a one in thirty-two chance of A-elim, and otherwise a certainty of D-elim or an exchange (the CRT is bloody: all combat ends with the complete elimination of one side or the other), in 2-1 attacks the die is used not so much to decide the outcome of the battle as the BRP cost due to the casualties suffered by both sides. The result of a 2-1 in nearly all cases is a forgone conclusion: the attacker will capture the hex, and all that has to be settled is the price the defender exacts for the capture of that hex. This makes *THIRD REICH* almost a perfect-information game like chess, reducing the effect of the die roll on actual combat to a minimum, and allowing quite complex maneuvers to be executed with confidence. Properly planned, a player's attack in any particular turn will succeed if he restricts himself to a string of 2-1 attacks—but he may bankrupt himself in the process, so leaving himself unable to continue the offensive next turn and/or vulnerable to a counterattack.

The units themselves are quite conventional. Infantry usually has a combat factor of three and a movement factor of three; US and British infantry units have movement factors of four, reflecting greater motorization. A typical armored unit is a 3-5, though the Germans are exclusively equipped with 4-6s (plus two 5-6's). The extra movement factor given to German armor is in fact very significant, since it allows panzers to infiltrate *two* hexes of an enemy ZOC. The US armor when it eventually gets mobilized also consists of 5-6s. Air and naval units are rather abstract: 5-factor airwings and 9-factor fleets, of which only the former may be voluntarily broken down. Air units, the most important units in the game, have a high degree of maneuverability, being able to move eight hexes and then attack a unit a further four hexes away. They are permitted to perform a wide variety of missions: typically, the attacker adds ground support, the defender replies with defensive air supports (DAS), and then the attacker intercepts the DAS with yet more aircraft. Air superiority is therefore crucial to a rapid advance. Naval units are used mostly to ferry units around the place, though they can also be used to bombard a fortress or one-hex island, or invade a beach. The now-standard mechanized movement phase is replaced in *THIRD REICH* by an exploitation phase in which only armored units which have not attacked that turn (so far) get a second move, measured from at least one armored unit, after which these attack. Provided they began the turn on an air-base out of ZOC, paratroops may also drop over a range of six hexes and make an independent attack. Facing an armored assault it is therefore necessary to build a double line; if paratroops are in range, a triple line is desirable though rarely practical. At the end of the turn between five (Italy) and ten (USA) units behind friendly lines can be moved any distance over friendly territory by Strategic Redeployment (SR). The stacking limit is two units, with paratroops stacking for free.

An innovation in the game which works particularly well is the division of the playing area into three "Fronts": The Western, Eastern, and Mediterranean. When an offensive option is taken it is valid for all activity on any one specific front; this has the effect of channelling combat into one or two areas at a time while the rest of Europe remains dormant. Usually 1939 and 1940 involves heavy fighting on the Western Front, for instance, while the Mediterranean becomes hotter and hotter as the Allies try to take the pressure off the Soviets. Finally, in 1944 and 1945 all three fronts are aflame and treasuries become denuded at an alarming rate as the allies close in on the Axis from three sides. The use of fronts is a simple but effective mechanic.

An offensive option costing 15 BRPs and allowing a player to make a conventional attack on

specific hexes of his choice on one particular front is not the only type of ground combat which can be utilised. One can instead choose an "Attrition" option, which costs no BRPs but which also can not be relied upon to gain ground: it represents the quiet periods which often descend over the front line, and apart from the loss of a handful of hexes and/or units does not usually cause the defender much significant damage. When employing this option, the attacker adds up all his ground factors on that front in contact with the enemy, rolls the die, and consults a different CRT; the defender will be called upon to remove up to seven units (his choice) and surrender up to four hexes (attacker's choice). The hexes chosen for occupation must be in the front line and must be held by the defender; so by removing all front-line units from a particular hex as attrition losses and leaving it empty, the defender can deny that hex to the attacker. Attrition should not be thought of as merely a way of saving BRPs: at times it can be superior to an offensive. Imagine a defender anxious to hold a city who has therefore placed two heavy armored units in it. While an offensive option might have no real chance of making progress, an attrition option used at this point would force the defender to either voluntarily destroy the two powerful armored units (costing perhaps eight BRPs each to rebuild) or allow them to be pushed out of the city; quite a dilemma! From this example it should be clear that simply filling up a crucial hex with strong (and also expensive) units is not a satisfactory defense. The best defense is a combination of cheap infantry (which the defender can afford to remove in an attrition option to deny that hex to the attacker) supported behind the front line by air units (to stiffen the defense in the event of a conventional offensive option).

No thumb-nail sketch of the game would be complete without mentioning its most controversial aspect: at the beginning of every turn, the current BRP status of each country is examined and the richer alliance then gets to move first. What this means, of course, is that at certain times it is entirely feasible for the alliance moving second in a turn to manipulate a double move! The effect this has on play is analogous to that of the doubling die in Backgammon: the threat of its use is often more damaging than its actual use, since the opportunity once taken then passes to the other side. Notwithstanding this observation, if properly timed and executed, a double move can break any defense, and is certainly the most potent single tactic in the game. Some players, considering that it introduces too wild an element to the game, prefer to play without this rule, in my opinion a reprehensible habit, since all the rule does is force aggressive players to exercise a little more caution and always watch their BRP levels carefully. In games where neither alliance has much of a lead by midgame, the Axis hand the initiative over to the Allies in the summer of 1942 thanks to the arrival of BRP-rich USA on the scene. This is a quiet time on all fronts other than the Eastern, so there is not too much trouble with the change of initiative occurring naturally in midgame as the Allies swing on to the offensive. To reduce the effects even more, the designer does not permit the building of the dangerous British or American paratroops until Summer 1942, by which time the change-over is expected to have taken place. Of course, if the Axis hold the initiative beyond this point, Germany and Italy are liable to find themselves in trouble later: a double Allied move in Winter 1943/Spring 1944 or, even worse, Winter 1944/Spring 1945 could prove fatal.

German Strategy

Since I am to consider the strategies available to each player, I will start with Germany because, naturally, it is what the German player does which sets the tone of the game. To place himself in a win-

ning position, it is necessary for the German to do one of the following: defeat the Soviet Union entirely or defeat France and Britain entirely or defeat France and severely maul the Soviet Union. So the German Player's first decision must be whether to start the war with an attack on France or Russia. Since Russia can not declare war on Germany until Fall 1941, there is a strong incentive to follow a roughly historical course, so avoiding the much-feared two-front war. Although such a war is not an impossible strain on the German economy, the shortage of Axis units is a major headache which only gets worse the longer the game continues; it is this physical limitation rather than lack of funds which makes such a venture so risky.

But there is a more subtle reason for avoiding a two-front war: the Axis shortage of both units and SR capability makes Russia the best place to use the powerful German panzers: they can protect three hexes per unit thanks to their ZOC and are therefore economical to SR, and from defensive positions they can concentrate rapidly for an attack. But the other side of the coin is that precisely because they are so valuable in Russia, once *Barbarossa* is under way it turns out to be virtually impossible to extricate them for a subsequent attack on France. What could take their place in the line? Therefore it is not practicable to pursue the third strategy (defeat France and maul Russia) by invading the Soviet Union first. A player who moves eastwards early takes on a burden of inflexibility: from then onwards there is only one strategy he can pursue—the total defeat of the Soviet Union. Conversely, the player who moves against France first keeps his options open much longer: either Britain or Russia can be the second target.

Whichever direction the German chooses, 1939 should be an essentially peaceful year spent picking up Minor Neutrals. A strong economic base is a prerequisite of survival. Except in the most exceptional circumstances, Poland should be taken in the first turn, and Belgium, Holland and Norway reaped 65 BRPs per year for an expenditure of 55 BRPs plus losses. They have to be conquered sooner or later, so maximize profit by making it sooner.

Yugoslavia, however, is a different kettle of fish. It is difficult to lay down a firm timetable for the conquest of this country. In favor of an early attack is its excellent income (20 BRPs). Against an attack are the extra expense of a Mediterranean offensive, its distance from the principal theatres of operation, and the problems of garrisoning it (the beach can be isolated by partisans, and when the British have naval supremacy in the Mediterranean there is some danger of an attack on Salonika). If the German does want to attack Yugoslavia early, I think the best time is on the very first turn (see Figure 1). Whatever combination of armor and air is used in Poland, a minimum of 26 factors is needed there; leaving, after two air factors for Yugoslavian counterair have been deducted, only eight armor/air factors available. The German scenario card allows up to 20 factors to be placed initially in the Axis Minors, so with infantry in Rumania and Hungary and the armor and airforce near the German/Hungarian border, it is possible to launch three 2-1 attacks on the first turn: against the hex west of Brest Litovsk, against Warsaw, and against Belgrade. But do not be complacent about setting up! The Yugoslavians can spring some surprises. For instance, it is important to have an armored unit in position to reach Sarajevo; otherwise the defenders will abandon Sarajevo and hold a hex on the northern bank of the Danube. Bearing in mind the Allies' ability to take a double move over Fall/Winter 1939, a 1-1 attack on Belgrade is best avoided.

An attack on Yugoslavia in Fall 1939 is a bold move, not to be attempted by the faint of heart; exchanges in Poland could lead to economic problems (see Figure 2) and for this reason many players prefer



Figure 1 Bold German initial deployment: declarations of war against Denmark and Yugoslavia plus a Mediterranean offensive leave 40 BRPs for unit construction. This sort of attack (involving three 2-1s on the first turn against N35, Warsaw and Belgrade and a 2-1 paratroop on Oslo next turn) requires steady nerves on the part of the German Player, but if entirely successful (88% chance) puts the Axis in a very strong position in 1940. One German 3-3 in Finland is not pictured.

to concentrate exclusively on Poland on the first turn. An exchange at Warsaw can be extremely painful. One problem the German player may encounter is Italian antipathy: rightly or wrongly, Yugoslavia has come to be thought of as part of the Italian sphere of interest. However, to let Italy become involved in the conquest of Yugoslavia is very poor housekeeping: the atrocious Italian growth rate of 20% means many of the fruits of victory will be thrown away. It is better to try and come to some understanding, such as future loans to Italy, than let the Italians waste such a commodity.

Scandinavia also deserves some serious thought. Since Denmark is a gift, it is nice to capture Norway in 1939 too, if only to get the most out of that western offensive. There are two ways of doing this: an airborne assault supported by five air factors from G32, or a seaborne invasion against the southern beach using one 4-6 and one lent Italian armored unit with Oslo falling to exploitation. Both require air support from Denmark, which means Denmark must fall the turn before Norway. But a Western offensive in Fall 1939 just to capture Denmark is utterly wasteful. My solution is to declare war on Denmark in Fall 1939 but take an attrition option,

bottle up the Copenhagen defenders with infantry, on I31, and send a second infantry unit northwards to capture the crucial G32 hex. Then build an airbase there and SR the paratroops to it. Denmark can be eliminated along with Norway, Belgium and Holland in the winter. One word of warning. In this event, watch out for the Allies staging into Copenhagen. Remember to base the German navy in Königsberg (J36), not Kiel. Also notice that Denmark is left rather vulnerable to Allied counter-attack if Germany also attacks Yugoslavia on the first turn, since only one infantry unit will be available and I31 will remain Danish.

Very occasionally, the German player may be given an opportunity to attack France effectively on the very first turn. This is usually only worthwhile if in his initial set-up the French Player has no reserve ground units within reach of Paris. By forgetting Poland for the time being and concentrating strong forces on the border with Luxembourg, the German player can attack and capture Sedan and O23 without difficulty. Only able to reach the 11-20 column on the Attrition Table, the French have but a 33.33% chance of getting the German armor out of O23. If it stays there, the French will be unable

to build (or SR) any units in Paris, leaving the capital wide open to the German. France will *not* fall, because the Allies will almost certainly respond by manipulating a double move. It is the opportunities presented by the Axis double move which follows which makes this strategy so effective. While pursuing such a strategy, a German Player should not ignore the Polish Army. It is actually quite a struggle maintaining the East Front garrison in the face of free suicidal Polish offensives (rule 43.9): the ability of Minors' ground and air units to attack across borders (rule 22.7) means that no German-controlled East Front hex outside Finland is safe from Polish attack (although Königsberg is pretty good). Trouble on the East Front is the reason that a first turn attack on France is not worth considering unless there is a good chance of forcing the Allies to take a double move flip-flop in 1939. Even so, many German players will shy away from the wild game promised by this strategy whatever the initial French dispositions.

The more conventional strategy, indeed the standard strategy, is to take Brussels and the Hague in Winter 1939 and attack France from Spring 1940

onwards. If possible, it is highly desirable to be free to attack the Soviet Union in Fall 1940, since this will probably result in the Russian Winter occurring in 1940 and may allow the Germans to conquer the Pact area before the YSS. However, only poor play by the French will allow this to happen. France does not usually fall until Fall or Winter 1940, by which time the German treasury is badly depleted, probably even to the extent of being unable to afford a DoW on Russia that year.

After the fall of France, the opportunities for invading Britain are usually very slight. The best method is to drop paratroops on a port and then SR into that port; Great Yarmouth and Rosyth are often the only ones vulnerable. Unfortunately, it is easy to thwart such an attack, and an alert British Player is sure to do so. In my experience the only real chance to invade Britain demands the capture of Suez and Alexandria late in 1940, bankrupting Britain; unopposed by British offensives, a paratroop attack then has time to establish itself. Needless to say, Suez is rarely captured at all, let alone in late 1940! Incidentally, if you do try a paratroop attack, remember to have a fleet avail-

able to supply the captured port at the time of SR, since SR may only be a *supplied* hex.

More often than not, having knocked out France in 1940 and made a few rude noises at the British lion across the waters, the Axis will turn east in 1941. Here, a sound strategy is most important. In my opinion, the first target should be Leningrad. Although it is a hard objective to take, its capture reaps a number of benefits. It releases the Finns and provides them with an easily defended port, it turns the Baltic into a private German lake, and it is an important step towards ending Murmansk convoys. The standard way to attack Leningrad is with seven infantry units, one Finn and three air factors. This 1-1 attack has an 83.33% chance of success at a maximum possible cost of 30 BRPs, and a 16.67% chance of total failure costing 32 BRPs. A more sophisticated technique is to use shore bombardment (rule 29.413) from the German fleet to reduce the costs of an exchange or attacker-eliminated result: provided Leningrad remains isolated, the loss of all Axis ground units in an exchange, leaving none to advance after combat, is not a problem since the phrasing of rule 5.55 does not permit the construction of units in an isolated fortress. In practice, however, the German fleets are rarely available: at this stage of the game there are usually only two in play and these are likely to be holding Bergen and Bremen. After Leningrad, a push on Volgoda should result in the end of Murmansk convoys and abandonment of Moscow. After that, the targets are Batum (if there are fleets in the Black Sea), Tabriz and Sarab; but it is most unlikely that these last two will ever fall to the Axis. Be content with pushing the Soviets back to the Volga. If you hold the Soviets east of the Volga throughout 1942, you may consider Russia "mauled" and the chances of winning good.

From 1942 Germany is on the defensive. The most critical area to defend is the southern flank of the Russian front, for the Soviets' primary objective is Bucharest. The loss of Axis Minor Allies will shatter any German defense. To this end, I suggest you defend the south, while retreating from Rostov through Dnepropetrovsk to Odessa, with sturdy stacks of infantry; and fight a mobile withdrawal using armor exclusively in the north. Ultimately, you should aim to hold a strong defence line from Riga to Dnepropetrovsk: this line can be pushed back three or four hexes before it begins to stretch at all, which should bring a little relief to your tired forces. If you are holding the Dnepr in 1944 you are doing alright.

Do not underestimate the power of the Americans, particularly their airforce. Unlike the Eastern front, in France there is no room to retreat. Rather than defend all the French beaches evenly, fortify Calais and Dieppe like a maniac, and channel his attack into weakly-held Normandy or Brittany. Aim to hold a line in 1944 from Dieppe to Switzerland, and from the French Alps to Marseilles. The one crucial thing to remember is that he must not be allowed ashore at Calais! Do not try to hang on to Paris needlessly after the 1944 Year Start Sequence: just concentrate on making an orderly retreat to the Rhine fortresses. Then just hang on, and watch the clock!

Finally, a few words about Germany's third ally: strategic warfare. Spend, spend, spend on strategic warfare to your maximum ability. Always build U-boats, plus just enough interceptors to prevent the withdrawal of an airwing (some players, with stronger nerves than me, prefer to ignore the threat of SAC altogether and take their chances on a withdrawal). Even continue building U-boats in 1944 if the cash is available. Once the Lend-Lease route is open, avoid putting too many U-boats in the Murmansk Box: they belong in the Strategic Warfare Box. After America has given BRPs to Britain, consider switching targets to the US economy: Britain cannot now buoy up the US



Figure 2 End of German turn, Fall 1939, after the defeat of Poland and Yugoslavia. An exchange at Warsaw has destroyed two armored units, and German units are deployed to resist a possible Allied double move. Only two German air factors remain unused at the end of this player-turn, but, based at Leipzig, these are enough to prevent the French from achieving 2-1 odds across the Rhine. Note that because France and Britain may not exploit from each other's breakthroughs (rule 34.33), the Allies can only advance one hex into Germany on their first turn. It is essential to build at least one infantry unit in Königsberg so that a seaborne invasion can be launched against Copenhagen if the Danish Army moves to I31. If the Danes do not move (or if two infantry units have been built at J36), one 3-3 should be landed at D35 to ensure that there is no danger of permanent elimination of the paratroops attacking Oslo (otherwise a 3.13% chance).

economy, and every US BRP sunk is not going to grow at 60%. Strange to tell, if Germany builds a healthy economy, it is possible to bring the US economy to its knees in late 1944 . . . with a little luck!

Italian Strategy

The Italian player has a very rough time, caught between the animosity of the Allies and the arrogance of the Germans. Help from Germany rarely comes as swiftly or as completely as the Italian player desires; conversely, if Italy's defense shows the slightest weakness, the Allies will pounce on her immediately. In this respect 1939 is the dangerous time. Italy can easily be defeated then, thanks to the Allies' ability to engineer a double move over the first two turns. If initially there is a significant British force on board ship in the Mediterranean, Italy should remain neutral on the first turn. The danger of seaborne invasion is very real. Neutrality may annoy the German, but to my mind it is unavoidable in this case, unless the naval balance in the Mediterranean favors the Italians.

The most popular times for Italy to join the war is in Winter 1939. This will ensure all 1939 BRPs are used, and permits an Italian offensive alongside the Germans in Spring 1940. It is convenient for the Germans too, since in Spring 1940 ten lent Italian air factors will certainly come in handy. But, under certain circumstances, I am the advocate of a rather more interesting strategy, the prolonged neutrality of Italy.

One of Italy's many problems is that her bark is far worse than her bite. Because of her appalling economic situation, on the turn on which she declares war she cannot take an offensive. Nor, for much of the game, can she both take an offensive and build a fleet in the same turn. However if Italy, unaided, defeats Yugoslavia in 1939, by careful spending that year she can start 1940 with 100 BRPs, enough to launch an offensive into Egypt on the turn that she declares war on the Allies. This is a genuine threat to British interests, and will force Britain to hold Egypt with a much larger garrison than usual, so weakening France. Italy is thus free to declare war on the Allies with real effect any time in 1940 while in the meantime sheltering behind a mask of neutrality. This is a particularly worthwhile strategy if Germany opens the game with an attack on Russia.

Once the tide turns in 1942, Italy will be the first to feel the Allies' growing strength. She must hang on bitterly in the desert, preserving her fleets and forcing exchanges on the Allies at every opportunity. (It takes only one fleet to deploy a rebuilt Italian unit into North Africa, but two to deploy a rebuilt Allied unit: therefore the best way for the Italian player to both attack and defend in the desert is to try to overload the Allies' sea escort capability by making multiple low-odds attacks, rather than a few selected high-odds attacks) If a reasonable opportunity presents itself, it is worth capturing Cyprus: once the front line has swung back into Libya, one Axis parachute unit in Cyprus can force the Allied player to waste five units guarding the Middle Eastern ports. On the other hand, the Italian must also garrison Tripoli against a parachute attack from Malta (or, eventually, Benghazi), since after the loss of Tobruk the Allied capture of Tripoli will remove the intrinsic supply capability of Libya, further burdening the Italian navy, and leave the Axis supply line from Tunis vulnerable to exploitation westwards from FF16.

Even more important is the proper garrisoning of the Italian mainland. Although an Allied landing is unlikely until airbases have been secured within range of Italy, the disruption even a small raid would cause makes such a move attractive to the Allies once American fleets enter the game. Certainly, the Allies will seize Corsica and Sardinia at

the first opportunity. A few German infantry units around Rome and Naples are a good idea therefore, plus Italian replacements in the two islands.

Preventing a premature Italian surrender really means defending Algeria stubbornly and/or fortifying Sicily and Corsica against all comers. If things look really desperate, a surprise German seaborne invasion of Casablanca may keep the Italians in the game for a few more turns. Holding Rome until the end of the game can be a problem, but at this point the German is almost certain to give the defense of Rome top priority. Italy is easy to defend, being the perfect arena for attrition attacks. Ultimately, if the Allies do look as if they are about to push past Rome, a last ditch defense in the capital consisting of ISS, GSD, 1 Fsjr and lent Folgore makes a very convincing garrison.

Finally, some advice concerning BRP loans. When Italy is under pressure and spending a lot, it is tempting to fill her coffers with German BRPs. On the other hand, if nothing very much is happening it is equally tempting to rob the Italian treasury every winter to enhance German growth. I believe firmly that it is important to do neither until late in the game. In the early years, Italy should be able to make enough headway on her own so long as she does not lose fleets; additionally, only a few BRPs are likely to be left at the end of the year if the Italians are putting up any sort of a fight. An early decision as to the direction in which Axis BRPs are to flow severely limits Axis strategic flexibility from that point on. So, on the one hand, be economical with Italian attacks; but on the other hand, do not lose sleep over a few wasted Italian BRPs at the end of the year. Keeping your options open keeps you strong.

British Strategy

Of all the player-countries (excluding the USA), Britain is the hardest to defeat, and therefore the most secure. This security gives Britain a considerable strategic flexibility and so, with the important position she holds right up to 1942 and later, it is no surprise that Britain is one of the most popular choices when selecting sides.

In the opening moves, the status of Italy dominates British foreign policy. In some ways, the sooner Italy declares war the better for the Allies. This is because a neutral Italy, particularly one which enters 1940 with 100+ BRPs, is not significantly less of a threat than a hostile Italy. Both require a substantial garrison in the south of France, a lesser garrison in Egypt, and a reasonable naval presence in the Mediterranean. Additionally, a neutral Italy is not as susceptible to an Allied attack as a belligerent Italy, due to the 35 BRP burden a pre-emptive Allied strike in that case must bear. Nor is the absence of German units in neutral Italy much of a consolation: German armor positioned between Munich and Switzerland is as well placed to strike at Lyons and Marseilles as at The Hague and Brussels, and is also able to intervene quickly and effectively against any Allied pre-emptive strike into Italy. As often as not therefore, the Italian declaration of war is greeted by the Allies with a sigh of relief—at last the cards are on the table, and Allied counter-offensives against Italy become feasible.

Italy suffers a significant disadvantage in having to set up before the other player-countries, and Britain should take advantage of this. I am a firm believer in a very heavy British initial deployment in the Mediterranean, with a 4-5 and 2-5 on board ship in Alexandria and a further two infantry units with accompanying fleets in Gibraltar. If Italy has set up in Albania (planning an attrition on Yugoslavia perhaps), an immediate seaborne invasion against one of the Italian beaches may be possible; such a strategy can be extremely lucrative if combined with a double move. The French fleets should of course be used to intercept Italian

interceptors. Alternatively, with this British setup, units are still reasonably well positioned to deploy into France in the usual way via Marseilles. Little is lost by setting up in the Mediterranean; the defense of Britain can be left to newly built units.

Throughout 1939 and 1940 the proper defense of France is Britain's most important strategic consideration. Her most important contribution to the game is the delaying of the Axis attack on Russia until 1941. The threat of a German attack on Russia in 1940 hypnotizes the British no less than the French. Even if France falls depressingly early, British units should remain on French soil until the danger of an Axis attack on Russia in Winter 1940 has passed, whatever the cost. Strong British units holding out in Normandy and Brittany will be more than a nuisance to the Axis, and may just be enough to prevent early enemy redeployment eastwards.

The defense of Britain is not too much of a problem. While the Axis holds the initiative the Royal Navy enjoys the best of both worlds: able to intercept an invasion attempt at full strength, able to redeploy reinforcements overseas in any turn in which the threatened invasion does not materialize. Once a British port falls into the hands of German ground forces though, little can save Britain from Axis conquest, so it is crucial to defend ports against parachute attack. Fortunately, this is easy; one small unit in the port and another adjacent is all that is necessary. An airborne unit may not attack both a unit upon which it lands directly and (simultaneously) another unit; nor may it advance after combat immediately after a drop. This means that the unit adjacent to the port will survive whatever tricks the Germans try, thus preventing SR into the port. (But watch out if both Axis parachute units are in range!) If a seaborne invasion is attempted, the beaches adjacent to London are the most likely targets, since a bridgehead here leaves the invaders both well positioned for an attack on the capital and immune to attrition. After these two, East Anglia is the most attractive, because a bridgehead here protects the crucial port of Great Yarmouth. Frankly though, a seaborne invasion against a competent British player is most unlikely.

In the middle period of the game, Britain should remain dormant, licking her wounds and trying to stave off the worst horrors of the U-boat war. Attrition options are the order of the day, though a sneak raid on a French beach can cause immense dislocation to the Axis and is well worth 15 BRPs plus losses. Once the Americans arrive it makes economical sense to leave the Western Front to them, and concentrate British forces in the Mediterranean. The earlier the British land in Italy the better. If Greece is still neutral (as she often is) a landing at Salonika with exploiting armor seizing Sofia is well worth the small risk, particularly if you think the Axis are poorly deployed to defend Bucharest (for instance, if the landing is timed to coincide with a large Soviet offensive). A parachute drop on the Albanian port opens up other interesting possibilities. If you see a way to avoid slogging up Italy, take it. The narrow front of the Italian mainland favors defensive attrition, and the British should not expect to be able to capture Rome merely because of historical precedent.

French Strategy

France has only one job to do and that is to stay in the game long enough to prevent an Axis attack on Russia before 1941. If France does not fall until Winter 1940, the prospects for eventual Allied victory already look reasonable.

The opening French defense in Fall 1939 is a problem. I would strongly advise players to ignore the foolish French setup AH recommended in *The GENERAL* some years ago, the one in which they suggest abandoning the eastern Maginot Line hex. Provided a reasonable defense is offered, the likeli-

hood of a full-scale German assault against France on the first turn is very small; but that Maginot Line hex is crucial to any French plan to cross the Rhine. The French should always maintain a threat to do so. Do not be fooled, though, by Italian diplomatic overtures to "demilitarize" the Franco-Italian border. Even if the Italians set up away from the border, it is not safe to leave southern France completely empty. The Germans can capture Warsaw with as few as two armored units; the other two can set up adjacent to the Swiss and Italian borders and capture both Lyons and Marseilles on the first turn against a null defense.

Examine the French defense I advocate (see figure 3). Certainly, southern France is weaker than the rest, but not so weak that it is worth the German's while to throw away the free conquest of Poland. He cannot get a 2-1 against the Alpine defense, and a 1-1 with a 83.33% chance of a breakthrough leaves only one unit for exploitation (a 1-1 with only 50% chance of a breakthrough leaves two units). An exchange would cripple Germany. The risks far outweigh the rewards. One comment needs to be made: if the Italian places his armored unit in Turin, the French may wish to consider abandoning Marseilles, placing one infantry in each mountain hex and the armor between Lyons and the beach. Frankly, I would still use the illustrated defense: who cares if a single Italian armored unit on an attrition option

advances out of supply behind the French lines? Note the fleet in Calais ready to supply the two units in southern France (it will also supply the northern French units if panzers capture O23). Also note the reserve infantry in Vichy, positioned to move into Paris or defend the Rhone as required.

At all costs, the French should avoid attacking Belgium or Holland for much the same reason Russia should respect Turkish neutrality. However attractive short-term benefits appear, the loss of these natural French allies will speed up the eventual conquest of France. If Germany attacks Russia early, be extremely careful about advancing too deep into Germany: the French can defend a short front effectively, but once past the shelter of Switzerland, the infantry become very susceptible to exploiting panzers and isolation. On the other hand, small raids are often worthwhile: if Germany attacks Russia in 1939, a double-move attack through Bonn and Essen to deny Belgium and Holland to Germany in 1939 could damage his economy considerably. Be wary about taking a double move however: an Axis double move riposte is not to be offered lightly. The only time a double move really is demanded is if it is possible to knock out Italy in 1939. In this event give the British all the help you can, because it will win the war for the Allies in one blow.

Finally, force the Germans to swap their BRP for French BRPs at every opportunity; in particular,

sink the Italian navy if given the chance, and use French BRPs for any Allied declarations of war. Be liberal in choosing offensives rather than attrition if the situation warrants it.

American Strategy

There is little to say; the US has the least interesting role to play in *THIRD REICH*. The two big problems the US Player faces are its slow deployment into Britain and the necessity of hand-feeding Russia all through the game. The worse the Axis losses on the Eastern Front, the weaker will be the garrison in France, so keep those BRPs flowing into Russia so that he can take an offensive whenever he wishes; it is no saving to be penny-pinching here. To reduce deployment problems, only build what is immediately needed and use the surplus for growth. The really important American units are the airwings, which pack a quite phenomenal punch. Deploy these as soon as practicable, and also two armored units on board four fleets (or encourage the British to keep a 4-5 and 2-5 aboard two fleets as a similar threat). All efforts should be directed towards getting ashore and staying there, preferably in 1943. Strike into Germany through the Netherlands, thus outflanking the Westwall while enjoying the secure supply sources of the Hague and Brussels and the important port of Antwerp.

Russian Strategy

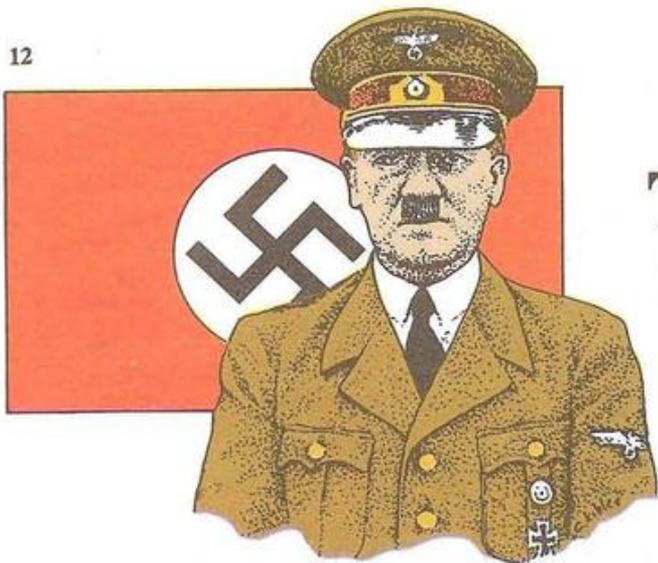
The Soviet Union is a fascinating country to play, and is certainly the most important of the Allies. The Russian player must walk a tight-rope: a tenacious defense is essential, but allow too many front-line troops to be surrounded and defeat will be sudden and complete. It is important to stress that lack of BRPs is rarely the cause of Soviet defeat. More often, defeat follows a massive encirclement resulting in the loss by isolation of so many units that there are simply not enough left (even if all previously eliminated units are rebuilt) to meet the 50-factor criterion. The fact that units lost by isolation can not be rebuilt until the next turn is the Achilles Heel of the Soviet Union. Obviously, the Axis will be looking for opportunities for encirclement all the time. The most powerful German unit is the parachute unit, whose speciality is low-odds attacks on the second line of defense. To defend properly, a triple line is necessary, but this is impossible until 1942. The Axis will continue to gobble up Soviet territory until then, for the only practicable defense until Siberian reinforcements arrive is a second line set far enough back to be out of Axis air range.

The oft-mentioned Soviet attack on Turkey is a very poor idea. Turkey's neutrality aids the Soviets and should therefore be respected. For, once the Axis are past the Bosphorus, defending Turkey increases the frontage for the hard-pressed Soviets by about a third, a terrible burden. Furthermore, Axis control of Tabriz and Sarab will put a strangle-hold on the Soviet economy which could prove fatal. The best way to avoid such a disaster is to leave Turkey alone. The standard one-turn capture of the Nazi-Soviet Pact area followed by peaceful growth may seem boring and unromantic, but at least it is reliable.

Once the Axis assault is under way, defend Leningrad carefully. The far south is also important. Try to hold on to the Baltic States initially if there is a good chance of denying Tallinn to the Germans at the next Year Start Sequence. In the early stages of the Axis invasion, take attrition options to conserve BRPs; but do not hesitate to take an offensive if large numbers of Soviet units have been surrounded. Forcing units to commit suicide (perhaps dragging some of the Axis armored spearhead down with them too) and rebuilding them further back is an important Soviet tactic; unfortunately, because of the cost it can not be done very

Figure 3 Initial French set-up, maintaining the threat to cross the Rhine. This defense is less effective if there is Italian armor in Turin, Genoa or Milan.





THE FUEHRER'S WAR

German Play under the Third Edition

By Martin Shaw

This was intended as a study of the impact of the latest rules on the German player's traditional strategy of invading France in 1940 and the Soviet Union in 1941. As such, it displays many of the important changes for those familiar with the elder rules; and it introduces one of the most prevalent approaches to German play for novices in the game. Perceptive readers will surely note how closely this scenario for German expansion models the historical tide of events.

Gloomy looks at the club. Talk of harder conquests, protracted struggles, even the possibility of ultimate defeat! The panzers have lost their super-human qualities. The Axis domination of Europe in the new edition of *THIRD REICH* no longer looks plausible . . . That's what has been heard since the new edition came out. To improve morale and restore confidence all round, I have undertaken to prove in this article that for a German player in the Campaign Game bent on winning in the traditional manner (eliminating France in '40 and undertaking a *Barbarossa* in '41) the new rules and modifications to the rulebook, far from hindering, are actually a positive aid to German victory. Follow me then along the third edition road that leads to Paris and Moscow . . .

The Fall of Poland

The Campaign Game does not have to progress far before the German player encounters a significant change to the rulebook. He begins, as of old, by subduing Poland in Fall '39, using all his armor and air points to secure a 2-1 attack followed by a 3-1 exploitation onto Warsaw. In the same turn, preparatory to an invasion of Norway in Winter '39, two 3-3 infantry units enter Denmark on an Attrition Option to stand adjacent to Copenhagen and to secure hex G32 for an airbase for the paratroops. The next logical move is to switch all Germany's forces onto her northern and western frontiers in readiness for an invasion of Norway, Denmark, Holland and Belgium in the Winter turn. First however, the provisions of Rule 43.2 must be satisfied.

According to 43.2 Germany must maintain a 20 factor (ground/air) garrison on the Eastern Front, in place at the end of the Movement and Strategic Redeployment (hereafter referred to as SR) phases of each game turn. It is no longer permissible simply to park the fleets in Königsberg and create a naval garrison. On the face of it Germany will be obliged to hold units static in the East that could be playing a useful active role in the West in '39 and '40. Far from it. Germany meets the 20 factor Eastern Front requirement as follows: one 3-3 was initially set up in Finland (to forestall any Russian attack on that country—Rule 25.8); two 3-3s which participated in the assault on Poland are left there; a Replacement Unit (hereafter referred to as RU) is constructed in East Prussia; the other half of the garrison is made up of 10 air factors—more about these in a moment.

In the Unit Construction Phase of Fall '39 the Luftwaffe is brought up to full strength and armor 4-6 units are increased to five in number. A single RU is SRed into Rumania (25.8) to maximize the number of 3-3s available for the Low Countries, where they will provide low-budget losses for any

exchanges rolled during combat. The paratroops are constructed and any Basic Resource Points (BRPs) remaining above the half-of-total spending limit (Rule 11.1) pay for extra 3-3 infantry pieces.

On the winter turn the German Player sends the paratroops onto Oslo accompanied by one 5-4 airwing from their base on G32, completes the attack on Copenhagen using ground and naval forces and invades the Netherlands and Belgium with infantry, the five armor units and 14 air factors (one factor is used for counterair purposes at Copenhagen).

Invasion West

Astute readers have remarked already that I failed to discuss the new air war procedures when dealing with the invasion of Poland. What I have to say about them in the West applies equally to the Polish assault. The German player initiates combat in Winter '39 by sending in counterair missions against the three 1-4 air units deployed against him (Copenhagen, Brussels and The Hague). In the elder version of the game, it would have sufficed to place a 1-4 air unit on each, counterairing with no loss, in the expectation of the country's capital falling in the same turn, thereby removing the neutral air factors from play. Even in the new rules it is possible to have counterair combat on terms equally favorable to the aggressor. As in the second edition, only three 1-4 partial air counters need be used for counterair purposes, one against each of the 1-4 factors in Belgium, Holland and Denmark. Air combat takes place with Germany enjoying a +2 nationality Die Roll Modifier (DRM) in his favor in each case (28.432). With any luck, Germany wins all three separate engagements with no loss to the Luftwaffe (there is, in fact, a 27.8% chance in each combat that the German air factor will be lost) as fractions are rounded down (Rule 28.4322). Even if the neutral air factor wins the dogfight, its subsequent survival is unimportant as it cannot fly DAS and will be scrapped when Germany occupies the capital.

A mixed infantry and air force overcomes resistance at The Hague. If ground units are set out on each of the Belgian hexes the German player profits from it by launching an armor/infantry attack across the Rhine against hex N25, placing a Bridgehead counter there which the Allies will not be able to shift by attrition during their upcoming turn (Rule 18.32), exploiting two armor units onto Brussels. Meanwhile the remaining two 4-6s have moved into Antwerp.

The biggest danger for the German player who attacks Belgium in Winter '39 is that the Allies will be able to mount a successful combined counter-attack against Brussels. Although this will not deprive Germany of Belgium's BRPs at Year Start Sequence 1940 (in accordance with Rule 24.3,

Germany is allowed one turn to retake the capital), the loss of the Brussels hex is an unwelcome setback to the offensive campaign of the upcoming Spring turn, involving troops in the recapture of the Belgian capital that should be pouring into France. That is why it is vital to place two armor units on the Belgian capital (16 factors in defense); this is where the ten air factors that were stationed in the East at the end of Fall '39 come into play. In the SR phase of Winter '39 ten of the *used* air factors from the Western Front are sent into Poland and the ten unused air units are brought out of the East to provide defensive air cover for Brussels, put down on an Air Base at hex M27 (Essen/Cologne) along with the 5-4 airwing already stationed in the West but not involved in the previous combat phase, making a total of 15 air factors ready to fly Defensive Air Support (DAS) for Brussels.

There is a further good reason for moving away by SR from the Western Front any *used* air points: to put them beyond the range of Allied air bases and so protect them from any counterair attacks during an Offensive Option taken by the Allies (moving second) on their turn Winter '39, in which case the German *used* air points would have a defensive factor of zero (28.434) and be liable to take losses which could not be made good until the end of Spring '40. As it is, the 15 air factors at Essen will be able to give a good account of themselves if subject to counterair; unless Britain alone is able to commit at least 15 air points to the raid or trust to luck to win the air battle with an inferior force, they will be available still to fly DAS by meeting Condition (a) outlined in Rule 28.433, as well as (b).

It will be noted that I have not advocated invading Luxembourg in Winter '39. Although a case can be made for seizing Luxembourg, in so far as the extra five BRPs accrued by the Reich at the will permit the manufacture of one more U-boat, I would point out that the Luxembourg hex is extremely vulnerable to recapture by the Allies in Winter '39. If, under the provisions of Rule 24.3, the German player wishes to retain its five BRPs for 1940, he must retake it in the Spring, thus diverting troops away from what many consider the main axis of the invasion of France—along hexes O24, N24, M24, L24. Usually, I prefer to isolate Luxembourg and take it as late as Summer/Fall 1940. Additionally, the Declaration of War (DoW) costs against Luxembourg in 1939 burns up ten precious BRPs which I, for one, would far rather spend constructing units which will add their weight to a sufficiently telling blow in the direction of Paris in Spring '40.

The Economic War

The German Player can expect to start 1940 with a BRP total of 215 (150 BRP Base plus 65 from conquests). The year opens with Strategic Warfare

Construction. In this quarter there have been considerable changes to the rules designed, on the face of it, to curb the power of the U-boat and strengthen the long arm of the Allied SAC bombers. Play reveals, however, that in the early years of the war (by which I mean up to and including the 1942 Year Start Sequence)—and those are the years that matter for Germany—the effect of the modified rules is virtually no different from that of the second edition regulations, with no resultant increase in the striking power of the bombers, whilst the U-boats remain as formidable as previously.

At the 1940 Year Start Sequence (YSS) the German player (who ought to regard the option of spending up to 10% of his total BRP allotment on Strategic Warfare (SW) construction as obligatory) is in a position to construct ten submarine/interceptor factors. The British player, who can very rarely bring his BRP level above 149 in the early years of the war, is able to purchase only four SAC/ASW points. The German player should be prepared to take the penalties attendant on suffering SAC-inflicted BRP losses at the upcoming YSS (Rule 10.23) and build ten U-boat factors. Let us suppose that the British player, for his part, constructs three ASW and one SAC. At the 1941 YSS the German player, having suffered a SAC-inflicted BRP loss, must follow the provisions of 10.23 and turn a 5-4 airwing into five Interceptors. Well, he can afford it! Five (instead of six) 5-4 airwings are quite sufficient for the undertaking of Operation *Barbarossa* (the invasion of the Soviet Union) in '41 since the Russian player can never seriously commit his own air factors to battle. Should the Russian, seeing the reduced Luftwaffe coming at him, decide on an air war of attrition, he will find his own relatively small stock of BRPs rapidly vanishing as he finances the rebuilding of his costly air units. If, on the other hand, the Russian holds his 5-4 airwings just out of counterair range and merely threatens to intervene with them, call his bluff! Allow the Red Air Force to fly DAS and reduce the odds in a ground battle from, say 3-1 to 2-1 (or even 1-1, but no worse) and accept battle on those terms. A gamble admittedly (but the German player must gamble and be bold at some time if he hopes to win), yet if successful and the Soviet air factors are shot down, the German may find that burning his fingers once is enough to keep the Soviet air units out of play for the rest of the year and enable the panzers to freely be given air support (rather than holding back to intercept potential DAS).

Meanwhile at the 1941 YSS three U-boats have been exchanged for three ASW factors, leaving seven surviving submarines to remove 21 BRPs from the British total. With his commitments to the defense of France and North Africa throughout 1940, the British BRP-Base is unlikely to have increased significantly, thus leaving Britain at the 1941 YSS only able to afford four SAC/ASW factors. Now however, if the British player constructs even four SACs, they and the survivor from '40 will be entirely soaked up by the five interceptors newly-created from the 5-4 airwing, which airwing will still reappear in the German Force Pool for reconstruction at the beginning of '42. So, to reduce the severe toll of BRPs being exacted by raiding U-boats, the British player purchases four ASW units . . .

A competent German player can expect to start 1941 with 276 BRPs (a new base of 154 plus 122 from conquests). Knowing the threat of the SAC bombers has been nullified, he builds a further 13 factors of submarine warfare, bringing his total for the year to 20 (with the seven surviving factors from '40), capable—after deducting losses to ASW—of subtracting 48 BRPs from the British BRP total.

For the British player the worst is still to come. At the 1942 YSS hefty SW attrition and the fighting in North Africa, plus BRP grants to Russia, will have again forestalled a significant rise in the British

BRP-Base. Between them the Allies should be able to produce a maximum of 13 ASW factors. By this time the German BRP total has risen to 392 BRPs (a new Base of 195 plus 197 from conquests) enabling the German Player to add to his surviving 16 submarine factors a further 19. If the Allies choose to create five SACs which, added to the survivor from '40, are needed to overcome the five Interceptors and inflict BRP losses on Germany, the German player will be able to subtract an enormous 69 BRPs from the Allied totals. So no SAC bombers for the Allies at the 1942 YSS . . .

But what happens, the reader will ask, if at the 1940 YSS the British player builds two, three or even four SAC? The answer is that the German does *even better!* Let us suppose that the British player commissions four SAC at 1940 YSS. At the 1941 YSS, the German player suffers a SAC-inflicted BRP loss to the tune of eight BRPs (a good reason to ensure that you, as the German player, end 1941 with eight spare BRPs in the Reich coffers to prevent your BRP base being taken below the 150 mark) but still has only to convert *one* 5-4 airwing. Meantime (and this is the crucial point), the ten submarine units constructed at 1940 YSS have taken no losses themselves but have drained the British economy of 30 BRPs (nine more BRPs than in the example above when Britain had built three ASW in 1940), whereas Britain has only increased her toll of German BRPs by six, making a net gain of +3 BRPs to in favor of the German player.

At 1941 YSS, seeing that the British player already possesses four SAC to match against the German Interceptor force of five factors (from the newly converted 5-4) when Strategic Warfare is next assessed at the 1942 YSS, the German player must reckon with the possibility of the British player again opting for a maximum SAC build (another four, to make eight in total at the 1942 YSS). Therefore, at 1941 YSS the German player constructs ten factors of submarines and three factors of interceptors (to bring his interceptor force up to eight factors). Even if Britain, for the second year running constructs four SAC, they will be matched exactly and no SAC-inflicted BRP loss will occur at the 1942 YSS and the 5-4 airwing will reappear in the German Force Pool. This means that the German U-boat armada for 1941 will be 20 strong (as in the first example) whereas the Interceptor force will have increased in strength from five to eight!

Finally on the subject of Strategic Warfare, I must make mention of the Murmansk convoys (Rule 42.). It is entirely possible for Germany to subdue the Soviet Union without having recourse to raids on the Murmansk convoys (which is why any British player who is prepared to waste his BRPs invading Norway in '39 is, as far as I'm concerned, welcome to do so). On the other hand it is a certainty that without BRP grants from Britain in '41 the Soviet Union will fall. On the premise therefore that some BRPs must be sent by Britain to the Soviet Union, up to eight submarines could be placed in the Murmansk Box. If Britain chances a convoy without ASW protection, the impact of the U-boats will be devastating. If Britain takes along ASW escort, some BRPs will still be lost along the way and the used ASW factors will not be available to count in SW attrition. If Britain decides not to risk the Murmansk route at all and to send all her BRPs via the Lend-Lease route instead, the British player will still have to expend 25 BRPs (one more than the eight submarine units in the Murmansk Box could have exacted through Strategic Warfare) opening that route since in view of Rule 40.6 the Persian convoys can no longer be (unrealistically) activated by France during '39-'40.

The Fall of France

Returning to the war on land, the season is now Spring 1940 and the German forces are poised for an invasion of Luxembourg and France. Once again

the most decisive modification to the old rules concerns air combat and more specifically, and beneficially for Germany when it comes to taking on France, the rule which appeared in the *THIRD REICH* errata (The *GENERAL*—Vol.18, No.5) whereby the original Rule 28.444 section is replaced by the following:

"If defender had the larger force in combat and wins the aerial combat, his survivors may continue their DAS mission or return to base and invert at his option. Otherwise, his survivors (and, always, intercepting survivors) must return to base and invert."

Put simply, as far as the invasion of France is concerned, the German player need only hold ten air factors at the ready to cancel any incoming French DAS by interception (so that the defender does *not* have the larger force in combat); moreover, whereas under the second edition rules such interception tended to be costly for the intercepting force (on an equal factor elimination process), the German player can now reasonably hope to win (or lose) the ensuing air combat by a small margin and so take only minor losses. By this time the German player should have built (during the Unit Construction Phase Winter '39) a further five ground factors on the Eastern Front so leaving only five air points there, giving him an air strike force into France of 25 factors, of which 15 may give ground support.

The mechanics for seizing Paris by the Summer of '40 are simple enough. From the Belgian frontier to the French capital is three hexes. On the Spring '40 turn, striking at two separate points (usually hexes O24 and M24, so isolating whatever's on hex N24), and exploiting forward out of at least one of them, a two-hex advance is made (in other words putting armor adjacent to the Seine). An Allied Attrition (or Offensive) Option in their own Spring turn is extremely unlikely to result in the Germans being jostled back more than one hex, if that.

By the end of the Spring turn the paratroopers, during the Western offensive, have paraded back into Denmark from Oslo and then been SRed to a new base at the Hague. The panzers resume their attack in the Summer turn, recapturing that second hex adjacent to Paris and then exploiting across the Seine onto the capital as the paratroops drop to untriple the defenders.

Now according to another favorable addition to the rulebook (9.12) a Bridgehead counter may be placed even "when an airborne drop untriples defenders who would otherwise have been tripled against cross-river attack". It behooves the German player therefore to exploit against Paris with *five* armor units (since five ground units may stack on a Bridgehead counter in addition to an airborne unit—6.12). This is certainly a feasible operation as all armor units stacked on a breakthrough hex are eligible to attack enemy units on an adjacent hex (14.37, making for odds of 23-12 (since the best the French can have on Paris are two 3-5s doubled in defence) even before the Luftwaffe is called in to bring the odds up to the 3-1 level—guaranteeing success.

Paris captured. In the revised rulebook fresh benefits accrue to the German cause. Under the original rules, once Paris had fallen, quite apart from any counterattack mounted against the capital, the French player was entitled to indulge in as many suicide attacks as he had units adjacent to the enemy simply to kill off potential Vichy French forces and inflict non-historical losses on the Germans by rolling exchanges. Even under second edition rules, the French were allowed to attack "those enemy units barring French access to the capital", which amounted to pretty much the same thing as the suicide attacks of the first edition. Now Rule 26.81 outlaws any assault which cannot "conceivably lead to the recapture of Paris". Even better, according to 26.811, the French may not attempt to retake Paris at odds worse than 1-2: with five 4-6 armor

units and the airborne sitting on the Paris Bridgehead, there is a good chance that no French counter-attack at all will be forthcoming.

After the capitulation of the French, a good British player will deposit an armor/infantry rearguard at Rennes and St. Nazarre (hexes O19 and N20). The German player should not rely on sending in infantry units to attempt to evict the British through die rolls on the 11-20 Quarterly Attrition Resolution Table, but should instead drive them out at once by taking an Offensive Option in his Fall '40 turn.

The Sunny South

Time to turn our eyes briefly to the Mediterranean Front where things have been fairly quiet up until now. In the Fall of '39, Italy constructed her fifth fleet and a few ground forces which were deployed in depth in north Italy as security against the Allies seizing a double move (flip-flop) through Fall/Winter '39, driving on Rome before Italy is able to prevent it. In Winter '39 the Italian player declared war on the Allies. So far his divisions attempting to cross from Libya into Egypt have made no headway following two Attrition die rolls on the 11-20 column. And the Italian battlegroup pushing into Tunisia has been frustrated by an Anglo-French holding force.

It is worth noting here that a German player who has taken minimal losses in Poland and the Low Countries will be in a position, as early as the end of '39 to SR the DAK 4-6 armor unit into North Africa. There it will stiffen Italian defenses in Libya against a pre-emptive attack, increase the menace against Egypt, stir up speculation as to the possibility of an all-out German strike on Britain in 1940/41 (so tying down more British forces in the Mediterranean), and lastly release one Italian armor unit for service in Tunisia/Algiers/Morocco where its high movement factor will prove useful in advancing and maneuvering.

The Italian player, accepting that his chances of victory depend largely on early successes to German arms, strikes with the German player something like the following deal: to have for himself the loan of the DAK in North Africa, a joint Axis invasion of Yugoslavia at some stage with the 20 BRPs and the objective hex passing to Italy, all subsequent BRP-yielding conquests in North Africa and the Middle East to be in the Italian name, providing in return a willingness to lend Italian forces (Rule 36.2) and to ship unused Italian BRPs (there are usually a large number of these at year-ends 1940 and 1941) across to the German player who has the greater need of them and whose economy (with a 50% as opposed to a 20% growth rate) can recuperate far more of them to increase the BRP Base.

The German player now turns his attention to the conquest of Yugoslavia and Greece which he intends to accomplish in the same turn (so necessitating only one Offensive Option on the SRed into Albania and

Bulgaria, and moves up to the southern German frontier from France sufficient forces to capture Yugoslavia and Greece in the Winter turn. Italy meets the DoW costs against the two countries. Belgrade falls to a cross river attack, with the paratroops, dropping from Brindisi (hex AA25)—where they also usefully threaten Malta and Athens—unripping the defenders. To deal with the Greeks, who will have set up their land forces on hexes DD27 and DD28, a minimum of three armor units (one to make the initial attack, two to exploit) must have been SRed to Albania/Bulgaria, plus two 5-4 airwings, complete with air bases, to furnish ground support. Be it noted that since new Rule 25.42 prohibits Bulgarian units from entering Russia, they might as well be found a useful role in garrisoning Greece.

Mounting the Threat

At the end of his turn Winter '40 the German player SRs air bases, airwings and armor units up to the Russian border in readiness for the invasion of the Soviet Union in Spring '41. This is not the enormous logistics problem it might appear; some of the airwings, and the armor that attacked Belgrade, will not require SR but will reach their allotted jump-off points on the Eastern Front during the staging/movement phase of Spring '41.

Many readers will be asking themselves at this juncture why I have not advocated a DoW against the Soviet Union on the Winter '40 turn. Under second edition rules even an Attrition Option against Russia during the Winter '40 counted as the first (severe) Russian Winter (44.) and entitled the German player to four consecutive Offensive Options on the Eastern Front in the following year. Now, under the provisions of Rule 44.2, the Russian player is allowed to postpone the severe effects until the second winter of the Russo-German conflict (unless an unlikely, large number of German units have already crossed the frontier).

There has been another significant change in the rules which makes a Winter DoW against the Russians far less rewarding. According to Rule 12.13: "Russia and the Western Allies conduct their turn together throughout the game, even if a neutral Russia has a larger BRP total than the Axis." In the second edition version, where a neutral Russia took her turn independent of the Allies, it was possible for the German player to reduce his BRP total below that of the Russian who was obliged to then move first during the Winter '40 turn, enabling the German player to achieve against him a crushing double-move, attacking the Soviet Union consecutively in the Winter '40 and Spring '41 before the Red Army was given a chance to reply. Although Rule 12.13 removes this infernal weapon from the German arsenal, I personally welcome the amendment, prohibiting as it does a wildly unhistorical winter/spring flip-flop.

Now, it is positively inadvisable to make a Winter DoW on the Soviet Union. Even if one can muster the 50 BRPs necessary for the Winter '40 Offensive into Russia, your invading force is not likely to be powerful enough to seriously disrupt Russian defenses, and it is likely that Germany will not have the BRPs left at the end of the turn to replace combat losses. An Attrition Option in Winter '40 achieves nothing. A single, unbroken line of Red Army units along the Western frontier and the removal, to meet attrition losses, of 1-3s stationed on border towns (Brest-Litovsk, Lvov, etc.) means that the Germans make hardly any ground and seize no cities which can be used for air bases in Spring '41. More to the point, the 35 BRPs swallowed up by the DoW could have been more profitably spent constructing fresh units (20 BRPs) to build up a truly powerful force that will hit the Russians hard in Spring '41 and financing the invasion of Yugoslavia and Greece in single turn Winter '40)—15 BRPs for

the Offensive Option—to start drawing the Greek and Yugoslav BRPs into the Axis totals from the beginning of 1941. The Axis are well on their way to winning the economic war.

In the third edition game the Axis players need more than ever to amass BRPs to retain the initiative and avoid a turn "flip-flop" (Rule 12.12) in favor of the Allies. In fact, the retention of the initiative has become for the Axis the single most important factor in the game, not only to avoid the damage of a turn "flip-flop", but because it forestalls an early Italian exit from the game (26.7 D). So the Axis needs to seize Yugoslavia and Greece and take in their BRPs, pass over unused Italian BRPs to the German economy where they will be vital aid to BRP Base growth, start husbanding resources to increase considerably the German BRP Base from the end of '41 onwards. Upcoming combat will aim to deprive Russia of not only the 25 BRPs for the Baltic States (43.5) but also the invaluable 15 BRPs for either Moscow or Leningrad (26.91), in effect worth 30 BRPs since they are simultaneously given to Axis and deducted from Allied totals. All those things combined should suffice to see the German Player moving first still by the Summer of '42.

By the end of '40 then, the German player has his armies massed along the border with the Soviet Union. Before going on to consider Operation *Barbarossa*, I want to take a look at some other fresh additions to the standard Campaign Game, namely the compulsory inclusion of Variant Counters and their auxiliaries—the Intelligence Table and Foreign Aid. Their impact on traditional German play is considerable.

The Shadow War

The Variant Counters greatly favor the German player while the Intelligence and Foreign Aid rules benefit the Allies; because certain Axis variants are so powerful, they just about neutralize the adverse impact of Allied Foreign Aid. Examining the variants first, the Axis selection is simply far better than the Allied: Axis Variants 3, 4 and 7 in particular when brought into play are devastating, and if drawn by the Axis Player will come into play. Why? Because they are extremely unlikely to be nullified by a die roll on the Intelligence Table (Rule 33.5) when the necessary "12" (!) can be invalidated by Counter Intelligence expenditure (33.51). Foreign Aid alone can never forestall a German Variant Counter since the German player can always send in more BRPs to a target country than can Britain.

Turning to the Foreign Aid rules, the problem they pose is that they are unplayable as they stand. At the moment they lead logically to stereotyped and unhistorical play. From the point of view of the British player there is logically only one way to handle the Foreign Aid rules (33.6). Obviously there is no point in trying to use them to prevent the play of an Axis Variant Counter since the yearly limit on Foreign Aid expenditure of 10% of a nation's starting BRP total for that year (33.62) will allow Britain to expend roughly 12-14 BRPs per year 1939-1941 (the time span during which countries are going to be activated by a Variant Counter) against a probable German allowance of 15 ('39), 21 ('40) and 27 ('41). In other words, British foreign aid to potential Minor Allies like Turkey will always be cancelled by German expenditure, with a die roll of 10 on the Intelligence Table being a possibility for both sides. So Britain does best to garrison Mosul during her Initial Deployment (to at least compel the German player to take an Offensive Option on the Southern Front should he activate the Iraqis (25.46) and place sufficient ground forces in Gibraltar once France has fallen and Italy controls five objective hexes (Rules 33.41-4) to beat off a Spanish attack on the play of Variant 4. The British should forget about Ireland, Vichy France

GERMAN YSS Totals

At the 1940 YSS, Germany has 215 BRPs:

150 base + 20 (Poland) + 10 (Denmark) + 10 (Norway) + 10 (Holland) + 15 (Belgium) = 150 + 65 (conquests) = 215

At the 1941 YSS, Germany has 276 BRPs:

154 base + 65 (conquests of '39) + 42 (France) + 5 (Luxembourg) + 10 (Greece) = 154 + 122 (conquests) = 276

At the 1942 YSS, Germany has 392 BRPs:

195 base + 122 (conquests of '39/'40) + 25 (Baltic States) + 15 (Leningrad or Moscow) + 35 (Axis Minors, assuming that one of either Finland, Hungary or Bulgaria has failed to activate due to Allied foreign aid) = 195 + 197 (conquests) = 392

and Turkey, sending any foreign aid to the traditional Axis Minors Finland, Rumania, Hungary and Bulgaria (the first two in particular). The way things stand at the moment, the British player, because he moves second (after the Axis '39-'41), has only to wait and see where the German player has sent in his foreign aid before he places his own grant, usually in one of the Minors that has not yet received Axis support. This extraordinary advantage to the British player will not suffice to cancel the play of a powerful Axis Variant; but (especially when combined with Soviet aid to Hungary and Bulgaria) it may ensure that some of the Axis Minors do not enter the war until well into 1942. Therefore we are likely to see plenty of third edition *THIRD REICH* games where Turkey declares war on the Soviet Union in the middle of '41 while the Finns don't make up their minds until long after the Russians have been pushed back from their frontier.

Invasion Russia

So to *Barbarossa*. Three consecutive offensives by the German player in Spring and Summer and Fall '41 should be sufficient for the seizure of the Baltic States and Moscow. It should also ensure that Leningrad is isolated (to fall next year) if not stormed already. By the end of '41 the Soviets should either have surrendered under the provisions of 26.92 or have had so much damage inflicted on them that they do not start posing a real threat again until well into '43.

Operation *Barbarossa* is never easy—but don't over estimate the difficulties. The Russian player surrenders, in accordance with Rule 26.92, when he is no longer able to field 50 ground/air combat factors. Thus the navy, which previously accounted for 27 of the 75 combat factor limit, is detached from the surrender conditions (and the German player is left with the task of eliminating two factors of ground/air less than under the second edition regulations). However, the relegation of the Soviet navy has benefits of greater importance for the German player. It is no longer vital in '41 to capture the inaccessible ports of Leningrad and Batum to see the fleet scuttled. Such drives to the north and southeast of the front had the adverse effect of drawing German armor onto the wings of the attack instead of the center where it must be concentrated.

Some Russian players may feel that having no longer to safeguard the ships anchored at Batum and Leningrad means that they can retreat their forces even deeper into their hinterland to avoid early annihilation. However, an all-out retreat behind the Volga in '41 means that the German player will be able to advance into empty space using the Attrition instead of Offensive Option, saving the 15 BRPs for each such. Germany will be winning the economic war in grand style. On the other hand, a partial retreat, leaving units behind to fight rear-guard actions at strategic points, will fall afoul of Rule 14.4 (amendment and all) whereby armor units may pass through wide gaps in enemy lines and "attack a vacant enemy-controlled hex", which then becomes a breakthrough hex from which other armor units may exploit ever deeper into Mother Russia.

Finally on the subject of the Soviet navy, that ancient port of Sevastopol, provided it can be kept in supply (5.58), stands now as a fortress. A thorn in the German side? Play has shown that the Russian forces are so stretched to make up a continuous defensive line before advancing German units that very little, if anything, can be spared to garrison Sevastopol which, in spite of its quadrupled status in defense, easily falls in '41.

Now for the actual fighting. I would offer these guidelines for the invasion of the Soviet Union. The German player does well to take a page out of history and think of his invasion force as being

AIRBORNE RATIO TABLE

Odds	Failure	Success	Risk	Removal
1-2, D CA 1-4	50.00%	36.11%	1.38	86.11%
1-2, D CA 1-3	50.00%	38.89%	1.29	88.89%
1-2, D CA 1-2	51.43%	40.00%	1.29	91.43%
1-2, D CA 1-1	55.88%	41.17%	1.36	97.05%
1-2, D CA 2-1	59.90%	39.58%	1.51	99.48%
1-1, D CA 1-4	16.67%	33.33%	0.50	50.00%
1-1, D CA 1-4	16.67%	38.89%	0.43	55.56%
1-1, D CA 1-3	16.67%	44.44%	0.38	61.11%
1-1, D CA 1-2	17.65%	47.05%	0.38	64.70%
1-1, D CA 1-1	25.00%	50.00%	0.50	75.00%
2-1	3.13%	37.50%	0.08	40.63%

divided into three separate Army Groups (Army Groups North, Centre and South). In Spring '41 Army Group North, an entirely infantry force, marches towards the Dvina river aiming to capture Riga, Parnu and Tallinn, if not Leningrad, before the year is out. Army Group Centre, with the bulk of the armor, drives along the Vilna-Minsk-Smolensk axis, incorporating a possible secondary thrust to the southeast towards Kiev. Army Group South, with composite armor/infantry brigades pushing out of South Poland and Rumania, captures Kirchner and Cernauti and drives to the northeast to link up with the armor pincer from Army Group Centre around Kiev. The principal intention at this stage is to cover ground and seize cities that will provide vital forward air bases for the upcoming Summer offensive. In the process some Russian units will have been isolated and so removed from the board at the end of the Russian player's turn. That means that the Soviet defensive line in the Summer will be much thinner, facilitating the creation of large pockets of isolated troops (and larger pockets still in the Fall) and wearing down the Soviets below the 50 ground/air factor surrender total.

In the Summer '41 turn the German player has the option of keeping Army Group North as an exclusively infantry force, making gradual but sure progress towards Tallinn, or of diverting armor units to it so that in one move the conquest of the Baltic States is completed and Leningrad falls to a possible "coup de main" exploitation thrust on the part of the armor linking with Finnish ground units. Army Group Centre captures Smolensk, if that was not achieved in the spring. It again links with a move to the northeast from Army Group South, this time around the cities of Bryansk, Orel and Kursk. Army Group South concentrates its forces on the vital push to the northeast and leaves the lower Dnieper basin, an area of secondary importance, to the Rumanian ground units and possibly one or two 4-6s.

In the Fall of '41, the key air bases of Smolensk, Bryansk and Orel having been seized already and now utilized, Moscow and possibly Leningrad is stormed. Meanwhile, overrunning Tula, German armor exploits eastwards, towards the Volga creating, by the end of the German turn Fall '41, a huge salient to the south of Moscow which the Russian player will have to surround with his units (to prevent German 4-6s racing into space during an Attrition Option Winter '41)—in the process spreading his forces so thinly that they will not be able to concentrate for a telling blow during the severe winter.

On his own Winter turn '41 when, as stipulated in section 44, of the rules, the German player will be obliged to take an Attrition instead of an Offensive Option, he should advance his ground forces as far as possible on all sides. During the Strategic Redeployment Phase he must send forward his air wings on air base counters in such positions that they can provide all-around air cover. These alone should be enough to deter the depleted Soviets from launching attacks against units that are not even

doubled in defense.

By the end of 1941 the German player can be in as powerful a position as any he could have achieved in the second edition Campaign Game. By now the "early game" can be said to be over. Certainly the German player has come to the end of his BRP-yielding conquests. From now on, assuming the Russians are still in the contest, he must balance the need to go on taking Offensive Options in the East (to make further ground, cut off Murmansk and Lend-Lease convoy routes and keep weakening the Soviets) against the use of Attrition Options on the Eastern Front to conserve BRPs and help to build up the BRP-Base (so maintaining the all-important initiative). I should advise the German player to go on taking Offensives on the Eastern Front until well into '43 and, by building up the Atlantic Wall from the end of '41 onwards (putting two 3-3 units on each beach hex), maximize the number of armor and air units inside the Soviet Union into '43.



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“A GREEN AND PLEASANT LAND”

Sealion Versus Cromwell

By Marcus Watney



Many players adopt an almost lackadaisical attitude to defending Britain in the difficult period 1940-1941, in the belief that the Royal Navy can be relied upon to prevent a successful German landing. Equally aware of the difficulty of crossing the Channel, the German player rarely gives much thought to an invasion of Britain and, in most games, after the fall of France immediately turns his attention firmly eastwards. But against a British player relying exclusively on his fleets, the alert German may be able to turn the tables and gain a concession from the Allies by capturing London. Correspondingly, a British player aware of the real probabilities can deploy a more sophisticated defense and deter all but the most fanatical Axis players. The first part of this article, *Sealion* (the code name for the German invasion plan), therefore examines prospects for the Axis undertaking. The second and lengthier section, *Cromwell* (the British codeword warning that invasion was imminent, issued on 7 September 1940), looks at possible British precautions. A concluding appendix shows a simple means for calculating the overall probability of turning back an invasion force using a variety of fleets based at several ports.

Sealion

First considerations must always be strategic. At this point in the game, England rules the seas while the Axis rules the air. It is a very stark polarization of power: the Germans must risk severe losses to have little more than a 50% chance of landing by seaborne invasion; yet once ashore in strength there is little the British can do to prevent them from capturing London.

On the naval side, it is desirable for all four German fleets to be involved. Although it is possible to launch *Sealion* with only three fleets, the extra fourth fleet makes it correspondingly much harder for the British to gain any favorable Naval Advantage die roll modifier—and this is an important consideration. Probably the best load for the four fleets to carry is one 4-6, one “lent” 2-5 and two 3-3s; but of course, if shore bombardment is required, this optimum force will have to be reduced.

In the air, the RAF is almost certain to have been pulled back to north Wales and Scotland, out of counterair range yet in position to give DAS to London and other important targets. The British are likely to have quite a lot less than the maximum 20 air factors available while the Axis, knowing that a successful invasion will win them the game, will almost certainly have all 40 air factors deployed along the French coast. Even if the Axis regularly put aside up to 20 air factors to give DAS or intercept any RAF sortie, they will still have at least another 20 air factors with which to give effective ground support to land operations. Against this sort of opposition, and denied aircover, there is little the British can do to slow a German advance following a successful invasion.

But, what constitutes a “successful” invasion? What is the minimum number of factors the German needs to get ashore to have a chance of taking London? Obviously, a precise answer depends on the weakness of the British. If we assume that one of the 4-5 armor units is serving in Egypt, the largest stack with which the British can then defend London is eleven factors. If at least four ground factors have been landed by sea, aided by paratroops and ground support, the Germans can attack London with 28 factors, resulting in a 1-1 attack in which an exchange (although very expensive) favors the Germans. There is also, of course, the ever-present 16.67% chance of total failure, though this is an acceptable risk for an attack which could win the game. With the maximum twelve factors defending London, a full exchange may leave London too susceptible to a British counterattack if less than five ground factors have been landed by sea. Notice that the Thames is of little value in the defense of London; its only contribution is to force the German to drop his paratroops, thereby risking their permanent elimination. Even so, unless the RAF has virtually ceased to exist altogether, German players should not expect to be able to get 2-1 odds against London. Therefore, to be confident of taking and holding the capital, the Germans should plan to land at least five ground factors by sea—and preferably a lot more.

The four British beaches all have something to offer. The two beaches adjacent to London are particularly valuable because a bridgehead in either means that London can be attacked from a hex which cannot be taken by British attrition: with only a handful of ground units ashore, British attrition on the 21-30 column can prevent the Germans from ever attacking London if they do not land adjacent. Southampton is not a particularly useful port though, since no German units will be able to SR through it before the capture of London; transport through the port is too dangerous to contemplate in the face of the continuing presence of the Royal Navy, remembering that some German fleet factors will have to remain behind to supply the bridgehead. Exploitation from L21 is more likely to yield a port (Plymouth) through which SR should be possible before the capture of London. But the best beach to land on must surely be J25 (East Anglia). Since Great Yarmouth is not considered adjacent to Harwich, a landing at J25 followed by an attack on Great Yarmouth leaves the German player in a very strong position: a bridgehead on J25 is virtually invulnerable to British attacks and so ensures that German SR through Great Yarmouth which will continue turn after turn without interruption throughout the campaign. Once seven German ground units are ashore, five in J25 and two in Great Yarmouth, the break-out can proceed against Coventry and/or Harwich with every confidence of eventual victory.

No description of German opportunities would be complete without a mention of the use of

paratroops to open up ports. This has now become a well-known tactic and is therefore not likely to be offered very often. The idea is to use paratroops to capture a port, through which German units immediately SR. Unfortunately, it is not as effective as it sounds. Without a bridgehead, the port is not proof against attrition, and since a dropping parachute unit cannot advance after combat (Rule 31.3) only one hex—the port—will be captured by the end of the invasion turn. Unless the port is a long way from British ground forces (e.g., Rosyth), those three German units in Britain are likely to be feeling very naked if the British player can reach the 11-20 attrition column. Finally, ports can be paratrooped quite simply, using a paired defense which sees one weak unit in the port and a second adjacent to it. Until the arrival of *Folgore*, such deployment ensures SR through the captured port is not possible immediately following a drop (Rule 31.2). If this opportunity does present itself though, the German player should be careful to remember to designate one fleet as being on supply duty, since SR is valid only across *supplied* hexes (Rule 16.2).

Cromwell

As the British player, the first thing to organize when deploying a defense against a German invasion is a proper division of labor. To deny the Germans a 2-1 seaborne invasion, all four British airwings would need to be in play and each beach would have to be defended by at least six ground factors. But at this stage of the game, it is quite normal for the British to be desperately short of aircraft, and much of the infantry is likely to be in Egypt. Even if this defense were feasible, if a German player is willing to risk his fleets getting to the beach, he is unlikely to lose any sleep over making a 1-1 attack on it. This sort of approach to defending England (simply putting massive stacks on every beach and hoping for the best result) is clearly a poor division of labor.

It is much more economical to defend the beaches with British fleets, while using the army to defend against paratroop attacks. This approach has the added advantage of allowing activities in North Africa to continue if the threat to invade is not translated into actual action. Additionally, while Britain continues to move second in the sequence, each turn that the invasion does not materialize, the defending fleets may continue sea-escorting ground and air units to the Mediterranean. But how should the fleets be deployed to maximize the likelihood of a successful interception?

Some players like to make Portsmouth their principal base. Others are not convinced of the wisdom of this. At this stage in the game, the RAF will have to be held out of counterair range if it is to survive at all. Any fleets in Portsmouth will therefore be unprotected against attack from the sky. The Germans can take an offensive, bombing the fleets with six or more airwings. If the results are good, the

German player can then launch a seaborne invasion of England next turn against a weakened Royal Navy. If the results are poor, he can switch his attention to Russia without having lost more than a few BRPs on the venture. Unprotected British fleets in Portsmouth, therefore, give the Germans greater flexibility without contributing greatly to the defense of the island. Furthermore, any fleets in Portsmouth without a ground unit can be quickly dislodged by paratroops; Rule 29.432 allows a final decision on their use to be delayed until the results of the naval interception are known, so there is no danger of the paratroops being permanently eliminated.

The best base for the main British naval force is Rosyth, out of range of Axis air, yet as close in naval terms to all four British beaches as Portsmouth. Note the term "main", because unfortunately Rule 29.54 makes it very dangerous to keep all one's fleets unified in a single port. In such a case, a German player could launch two simultaneous seaborne invasions (even against the same beach), each consisting of two infantry units on two fleets. Only one of those missions could then be intercepted. Only if the Germans do not have all four fleets in play is it reasonable to base all British fleets in a single hex.

To defend against the threat of a simultaneous second invasion therefore requires a secondary naval base within easy reach of the British beaches, but again out of range of Axis airpower. Unless the principal German naval force is based west of the Hague (a rather unlikely situation), Scapa Flow is satisfactory as a secondary base; in that other rare case, Belfast is preferable.

Because of the Nationality DRM enjoyed by the Germans, a minimum of six British fleets in the Home Islands is required to deter the four German fleets. In order to stop the invasion, the British must both successfully intercept the German and defeat them in the ensuing naval battle. Actual fleet losses are irrelevant; if the Germans win the battle, their troops, supported by massive airpower, will certainly get ashore. If they lose, then the entire attack is aborted (Rule 29.573). With four fleets at Rosyth and two at Scapa Flow, the probability of forcing the German fleets to abort following a battle in the North Sea is:

$$(5/36 * 15/36) + (25/36 * 21/36) = 46.30\%$$

assuming the British elect to break-off (Rule 29.574) if only two 9-factor fleets succeed in intercepting. Many players will find this probability surprisingly low.

Things are improved substantially, however, if the British have two more fleets available in Gibraltar. Such fleets have a 50% chance of a successful interception as far north as the Hague (Rule 29.14, and the last sentence of Rule 5.3). For optimum results if the enemy takes the most direct route to the beaches, the interception must take place in one of four hexes: J25, J26, Great Yarmouth or the Hague. If he chooses the northern route, then the interception should take place off the coast of Ulster. Unfortunately, a particularly devious German player will take his invasion force half-way to Iceland via hexes C23 and D22. These two hexes are the only pair on the mapboard, the use of which ensures that the overall chance of simultaneous interception by fleets based at both Rosyth and in Gibraltar cannot be forced to the desired value of five-twelfths (41.67%) *somewhere* along the route of the invading fleets *within* ten hexes of Scapa Flow. Put more simply, by moving through C23 and D22 on his way south, the German player can just manage to leave the 2-10 hex zone of patrol of the fleets based at Rosyth before entering the 19-24 hex zone of those at Gibraltar. If you think your opponent is analytical enough to have spotted this [or you fear he may have read this *GUIDE* too!], then it is important to use Belfast and not Scapa Flow as the secondary base. A good place to intercept the enemy then becomes one of the hexes between K20 and Lorient,

Turning the Tide

Since the exigencies of play rarely allow a defense to be deployed exactly as described in an article such as this, I thought it might be instructive to explain a simple means of determining the probability of forcing a German seaborne invasion to abort. Equipped with this technique, players can experiment with different naval forces deployed in different ports and make "in the field" calculations as to the merit or otherwise of any particular British defense of their coasts.

	Overall DRM in Favor of the Interceptors											
	-6	-5	-4	-3	-2	-1	0	-1	-2	-3	-4	-5
Interceptors' 36ths	0	1	3	6	10	15	21	26	30	33	35	36
Chance of Winning %	0	2.8	8.3	16.7	27.8	41.7	58.3	72.2	83.3	91.7	97.2	100

Table 1 Probability of interceptors winning a naval battle.

The accompanying Table 1 shows the probability of the interceptors winning a naval battle according to the overall DRM (interceptors' DRM minus the attacker's DRM). To determine the probability of defeating an invasion attempt with interceptors from two bases, draw a small table with four boxes. Identify each column and row as NO or YES (i.e., an unsuccessful or successful interception, respectively). The two rows represent the interception attempt from one port; the two columns, the other. Each of the four boxes therefore represents one of four mutually exclusive combinations of result. Near the rows and columns (as appropriate) identify the port, the number of fleets there, and the probability of that naval force intercepting successfully. Decide the minimum number of fleets which must intercept successfully before you choose to engage the enemy rather than break-off (Rule 29.574). Outline in red any group of boxes which represents successful interception by enough fleets to fulfill your criterion. It is helpful to note in the corner the actual number of fleets each box represents, as the resulting DRM will greatly affect prospects of victory. In each outlined box, now write down the overall probability of that particular pair of events. This overall probability is the product of the individual probabilities. Each individual YES probability is found directly from the Interception Table on the game board, while the NO probability is simply "one minus the YES". Thus, between 11 and 18 hexes from a base, the YES is 2/3, the NO is 1/3.

On a piece of paper, write down each outlined probability one at a time. Whenever a fraction is written down, immediately multiply it by that "chance of winning" (found from Table 1) corresponding to the DRM which interception by that number of fleets would generate. For example, if six British fleets intercept four German fleets, the overall DRM is zero (Germany +2 for nationality; Britain +1 for nationality and +1 for size), giving—from Table 1—a 21/36 chance of a British victory. Each product of overall probability and chance of winning is an "expectation". To find the total probability of defeating a German seaborne invasion, simply add together all the expectations. To minimize rounding errors, it is always best to work with fractions, converting to percentages only in the end.

When interceptors are based at three ports, two separate tables of four boxes each must be drawn: one table is entirely dedicated to events when fleets from the third base *do* intercept, the other when they do not. To cater for a fourth base, four tables will be needed. Each extra port results in a redoubling of the tables under consideration.

Example:

Consider the situation described in the text in which four fleets at Rosyth, two fleets at Belfast, and two fleets at Gibraltar propose to intercept a German four-fleet seaborne invasion as it enters the Portsmouth beach hex. The British player has decided he will accept combat if at least four fleets intercept successfully. With three ports to consider, two tables of four boxes each are required:

		Four Fleets at Rosyth (5/6)		Four Fleets at Rosyth (5/6)	
		NO	YES	NO	YES
Two Fleets at Belfast (5/6)	NO		4 5/72		6 5/72
	YES		6 25/72	4 5/72	8 25/72
		Two Fleets at Gibraltar (1/2): YES		Two Fleets at Gibraltar (1/2): NO	

from Table 1: if four British fleets intercept: -1 DRM with 15/36 chance
if six British fleets intercept: no DRM with 21/36 chance
if eight British fleets intercept: +2 DRM with 30/36 chance

The resulting computation is: $(5/72 * 15/36) + (25/72 * 21/36) + (5/72 * 21/36) + (25/72 * 30/36) + (5/72 * 15/36) = 1530 / (72 * 36) = 59.02\%$

where the likelihood of all eight fleets intercepting rises to a maximum of 37.04%. However, this is not the best place since it is too far from Rosyth where the main fleet is based. In fact, the best place is at the invaded beach itself. Although this configuration slightly weakens naval interception of a seaborne invasion of J25 (because of its distance from Belfast), this is offset by the presence of at least one strong ground unit in the hex, placed there to protect Great Yarmouth.

Using this plan of interception (four fleets in Rosyth, two in Belfast and two in Gibraltar) and intercepting at one of the three southern beaches, the probability of forcing a German seaborne invasion to abort is 59.02%. This probability includes a 34.72% chance of all eight fleets intercepting successfully, resulting in an overall +2 DRM in favor of the British, in which case substantial German naval losses can be expected: Notice that the phrasing of the first sentence of Rule 29.432 ensures that losses sustained by interceptors from Gibraltar will not make Gibraltar suddenly vulnerable to a simultaneous Italian seaborne invasion.

Figure 1 Defending Britain against four German fleets. Two more fleets in Gibraltar are available for interception. German paratroops are assumed to be in Calais. If additional ground units are available, a 3-4 in J25 and replacements on each of the southern beaches are desirable. Additional airwings may be based at G25 and Dublin.



The principal task of the ground forces is to guard against parachute attacks (see Figure 1). Notwithstanding this role, because of the strange Great Yarmouth peninsula, it is also desirable to have ground units in J25—at least four factors and preferably seven. Seven ground factors are also the minimum garrison for London; anything less and the German player can win the game if the British have no other supply source by simply dropping paratroops directly on the capital at 1-1 odds (at least 47.05% chance of total success, 52.95% chance of losing the paratroops permanently). Following any landing on the south coast, the 4-5 in J25 is well-positioned to move into London and raise the capital's defense to the desired eleven factors. Plymouth can be para-proofed by placing one weak ground unit in the city and another in K22. Do not be parsimonious and put the second unit on the beach; a seaborne invasion against that beach (L21) if successful can be followed by an exploitation paradrop into Plymouth . . . and suddenly Great Britain is full of German units.

To defend Scapa Flow, garrison Rosyth with a 1-3. Although a German landing at Scapa Flow is annoying, provided there is no exploitation following landing, the invaders can be bottled up effectively by holding strongly hex C28, then C27 and finally D27. If exploitation on the turn of invasion is threatened, then it does make sense to block C28 with a small unit. Even if this unit is eliminated,

the 1-3 in Rosyth can respond by moving to C27 while a proper defense of Scotland is prepared. The Germans are also unlikely to SR into Scapa Flow on the turn of its capture, since this would require a fleet to be placed on supply duty (Rule 16.2). By the time London is threatened, the Russians and probably the Americans will be at war with Germany.

A 1-3 is also useful in Belfast to open up Dublin as an airbase if necessary, or to react to a German invasion of Ireland. Leaving Belfast unoccupied tempts a German paratroop attack from Calais, after which the RAF has nowhere to hide from counterair.

If further units are available, a 3-4 with the 4-5 in J25 is highly desirable, and a further replacement in each of the southern beaches would be nice—if only in the hope of an exchange during any seaborne invasion. A strong unit in a beach hex may even force the Germans to reduce their initial load in order to provide shore bombardment. But, at the end of the day, these are luxuries.

Following a successful invasion, the most important thing is to use Britain's most powerful weapon—attrition—to keep the invaders bottled-up in their bridgehead until the Russians and Americans join in the war: three 4-5s and three 3-4s get the British up to the 21-30 column where there is a 50% chance of hurting the invaders.

The Rest of The Calculation

The *THIRD REICH* combat results table bears some interesting analysis. The 2-1 assault is probably the most important attack in the game. While not a guaranteed victory, it is so close to one that most players seem to take 2-1 odds attacks for granted along their paths of conquest. The numerous counterattacks, however, make analysis a bit more complicated than on conventional CRTs. We will be here concerned with the probability of victory and the expected attacker losses. The defender will always be eliminated (except on the A-Elim row, of course).

First, let us examine the probability of each possible result. The initial iteration (the first attacker roll followed by the first defender roll) produces the following values:

P (full exchange)	=	1/6	=	6/36
P (CA exchange)	=	(1/3 × 1/3) + (1/6 × 1/3)	=	6/36
P (A-Elim)	=	1/6 × 1/6	=	1/36
P (D-Elim)	=	1/3 + (1/3 × 1/2) + (1/6 × 1/6)	=	19/36
P (no result)	=	(1/3 × 1/6) + (1/6 × 1/3)	=	4/36

When you obtain no result, you must proceed with a second iteration, and so forth until a result comes. Mathematically, this becomes:

$$P(\text{total}) = P(\text{initial}) [1 + 1/9 + 1/81 + \dots + 1/9^n]$$

This expression reduces to: $P(\text{total}) = 1.125 P(\text{initial})$.

Therefore, the actual probabilities become:

P (full exchange)	=	6/36 × 1.125	=	.1875
P (CA exchange)	=	6/36 × 1.125	=	.1875
P (A-Elim)	=	1/36 × 1.125	=	.03125
P (D-Elim)	=	19/36 × 1.125	=	.59375
				1.00000

Thus, the actual probability of losing at 2-1 odds becomes 1/32 and not 1/36 as one might expect. Hence, we see why the 2-1 attack is so often taken for granted.

The next step is to determine the expected losses. Actually, this is quite easy to do once the probabilities have been calculated. Merely figure how many BRPs one would lose on each type of combat result.

a = losses on a full exchange
b = losses on a CA exchange
c = losses on an A-Elim

$$\text{Expected Losses} = .1875 (a+b) + .03125 (c)$$

The location of the RAF is also an important consideration. Hex H23 is excellent, covering all four beaches yet being out of counterair range. Hex G25 is a possible site for a second airwing, protecting London and J25. Dublin is perhaps a better one, covering the two most attractive southern beaches as well as London. The air forces are probably best held back in reserve for a counterattack on London, unless its capture will isolate all units in Britain, in which case it should be used as DAS during the attack on London even though it will be heavily intercepted.

The art of defending Britain is not necessarily to defeat a German landing, but deter him from making one in the first place. It is not difficult to defend Britain against a serious threat by denuding all other areas. But the defense described here, involving as it does a minimum number of ground units, reduces the likelihood of a successful seaborne invasion to less than 50% without dislocating the defense of Egypt, Malta or Gibraltar, and is therefore superior to a "Fortress Albion" attitude. Just by handling his forces well and deploying a carefully thought-out defense, the British player can be reasonably certain of driving the Germans into the waiting arms of the Soviet Union in nearly every game.



An interesting feature of this is that the full exchange result will usually contribute more to the expected losses than the A-Elim result.

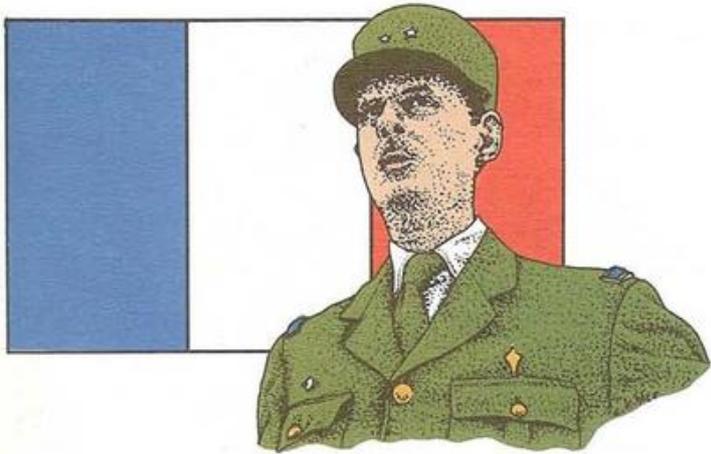
The 3-1 attack is a guaranteed win with about 35% less expected losses than the 2-1. The probabilities of each result and the expected losses can be computed in a manner similar to the above. These results are:

P (full exchange)	=	.1714
P (CA exchange)	=	.1143
P (D-Elim)	=	.7143
Expected Losses	=	.1714 (a) + .1143 (b)

While the 3-1 odds are clearly superior to the 2-1, the offensive-minded player in *THIRD REICH* can rarely afford the luxury of many 3-1 attacks. Limited resources, too few adjacent hexes from which to attack, or enemy defensive air power will normally limit the major attacks to 2-1 odds, or even 1-1 odds.

The 1-1 attack is a bit more difficult to analyze because the CA odds may vary depending on the factors involved in the battle on both sides. Usually, the CA result will beat any assault at 1-2 odds or less (since the defender is nearly always at least doubled). This invariably produces a victory for the attacker. The rough spot on the 1-1 column is that there is at least a one-sixth chance of an outright A-Elim. Full exchanges, a one-third chance, tend to be very costly. Be careful to include an extra unit in your 1-1 attacks so that there will be a piece surviving to advance into the contested hex. This leaves about a five-sixths chance of winning the terrain, even if at great cost.

I hope that I've given some insight into analyzing the unique CRT of *THIRD REICH*. While one does not normally stop a game in progress to make such precise calculations, players can certainly develop a feel for the risks and expected losses inherent in a chosen line of play. The 2-1 attack is the one to use "to get the job done". Those 3-1 attacks are nice when you can afford them or for critical hexes. The 1-1 odds are not bad, but save them for those desperate moments or wars of attrition. The 2-1 attack, like the infantry, is the backbone of any successful campaign.



THE UNSOLVED PROBLEM

In Defense of France

By Larry Bucher

When *THIRD REICH* was but six months on the market, one of my then-opponents declared in a frustrated post-mortem, "France's fate is to FALL!" No one dissented at the time. But one of the reasons for *THIRD REICH*'s continuing popularity may be that, although the game is nearing ten years of age, problems as basic as opening setups remain unresolved and hotly debated. The initial French placement is one such. I do not pretend to provide the "final solution" here, but will introduce my favorite.

In a two-player game, France is—to put it bluntly—cannon fodder. So too in any three- or four-player game (where the Franco-Russian player's fidelity to France will be outweighed by how much France can contribute to Russian interests). Only in five- and six-player games will an independent French player be there to put France's interests foremost. But there is that dampening similarity; France's aim, be there two players or six, is simply to survive. When there is a distinct French player, his victory conditions hinge on his survival. Where there is not, each turn of French survival gives Soviet Russia one more turn of respite and brings Great Britain one turn closer to American entry.

Before proceeding, some basics to bear in mind when pondering French defenses and the opening setup are:

Germany's airborne is unbuilt. A two-hex line will halt any initial Axis breakthrough.

France cannot set up such a two-hex deep line everywhere.

Germany can, provided Italy declares war, attack southern France via an "end run" south of Switzerland.

Two variants can have a powerful effect on the French placement. If the Allies hold Variant #1 (extra French forces at start), your grandmother could set up the French in their optimum defense. If the Axis hold Variant #9, Italy can open the festivities with a Western Front offensive. But she can do so only if the counter is played during Italy's opening placement (Rule 11.2), thus giving ample warning of the threat.

A major rules change—the requirement that Germany keep 20 factors of ground and/or air units in the East, and that she meet the requirement at the end of each *Movement Phase* as well as player turn—benefits France. The weakest force the German player can leave in the East is composed of seven infantry units; therefore, the most potent she can devote to conflict in the West is four armor, four air and one infantry. Some shuffling is possible if Germany contemplates an attack in which infantry will serve her purpose as well as armor.

The first French defense published in *The GENERAL* (Figure 1) was, and remains, a quite serviceable one. Once the Belgians are set up, a two-hex defense confronts Germany from Switzerland to the Channel. The armor linebacks the southern front; an Axis breakthrough is possible but the armor

ZOC limits exploitation to a line running S21-S20-U18. However, the air units can be counteraired too easily; I suspect the architects of this French plan may have assumed that air base counters could not be used during the opening setup. [They can.] Also, this defense is vulnerable to the Axis Variant #9. The Italian armor can then attack the French armor with air support and the German armor exploit as far as hexrow P. If the variant is played, I would modify the defense by shifting the 2-3 placed in Lyons to hex V20 and the armor to hex T20, limiting potential exploitation to hexrow R.

Modified or not, the defense contains two potentially fatal flaws:

First, it is vulnerable to the "crashooter attack", first expounded by David Botgger in 1977 ("The Early Years" in Vol. 14, No. 3). Briefly, Germany invades Luxembourg, attacks Sedan, attacks hex O23 by exploitation and (the German player hopes) ends up with two armor units adjacent to Paris. A French counterattack ensues; the end result is unforeseeable. Germany can succeed spectacularly; more likely, she will fail spectacularly. In either case the game is unlikely to be a long one. All known French defenses are similarly vulnerable to this attack. [A defense which places two units in Sedan or in hex O23 to impede the crashooter while remaining sound elsewhere would be interesting if achievable. The reader won't find it here however.]

Second, a hex of the Maginot Line is conceded! Unimportant to French defense perhaps, but the very idea revolts any Frenchman worth his garlic salt. After spending all those francs . . . ! More seriously, the conceded hex constricts French offensive schemes unduly should German dispositions leave them any.

With these thoughts in mind, Marcus Watney devised and published in the British publication *The Phoenix* an alternative defense. The Maginot is occupied; the key feature of his defense is the five-point stack in tripled terrain at hex U20. German infantry can't reach hex U20; 2-1 odds are unachievable; and, in order for a 1-1 attack to have a survivor in the case of an exchange, three armor units must attack initially, leaving only one for exploitation. However, this defense too is vulnerable to Variant #9. An Italian ground force of two 3-3s, two 1-3s and the 2-5, with all 20 factors of German ground support, can achieve a 2-1 attack (the Italian air force waits in readiness to intercept French DAS). Four German armor units can exploit and two of them can reach Paris. France, unaided, can make only a 1-2 counterattack to save Paris. The French player would need at least six factors of BEF assistance in order to achieve a 1-1 attack with an exchange survivor for occupation.

Before explaining how my own defense (see Figure 2) evolved, I must digress and view the situation from Berlin. I've long held that Germany's optimum Fall '39 move consists of DoWs on Denmark and the Netherlands, with an attrition by

12 infantry factors against those two countries while a fifth infantry unit drives north into Jutland to position an airbase for the winter's paradrop on Oslo. Poland is disposed of in standard fashion. The French border is left bare so that attrition losses must come from the attritioned minors; it is garrisoned during the construction phase. Winter sees the demise of Norway, Belgium, Luxembourg, with luck a hex or two of France—and of Denmark and the Netherlands as necessary. Germany has 70 BRPs of conquered minors in hand for the 1940 YSS.

The German logic behind all this is obvious—the Denmark/Netherlands attrition makes constructive use of units which would otherwise be idle or engaged in an unproductive attrition against France. On any attrition roll except a "6", the ground forces of one minor—and the concomitant risk of exchange in a winter attack—disappear. On a roll of "1" or "2", they both go. The readers are welcome to disagree with this blueprint for aggression, but even so one will probably have faced or soon face a German player who swears by it.

Now I am back in Paris. If France can somehow contrive to place armor in the easternmost hex of the Maginot, Germany's attrition-based master plan is disrupted. Because of the armor ZOC, Germany cannot build in nor SR into her border hexes. The German player must garrison the Rhine line during the opening placement or not at all. If she does place any unit on the French border, then attrition losses can be absorbed by France rather than the minors. If she does not garrison the Rhine, Germany must establish a defense deeper in the country, conceding at least three hexes to French occupation if France desires them.

The defense is solid in the center but has a weakness on each flank. In the north, the 2-3 infantry unit in hex N23 itself, adjacent to Paris, is now vulnerable to exploitation attack. But I think this is no more than another version of the crashshoot, and perhaps a slightly less dangerous one at that. A German attack in the north might proceed as follows: 2-1 attack on Brussels (4-6 armor, 3-3 infantry, one air factor). Two 4-6s exploit to M24 and one, via Calais, to Dieppe. Two 4-6 armored units and four air factors amass a 3-1 attack against hex N23 while a 4-6 and four more air factors attack Antwerp. One air factor is held in reserve to intercept Belgian DAS; ten more for French DAS. Any exchange losses are absorbed by air units. Two armor units advance into N23 after the attack. This German penetration can, however, be attacked by a fully supplied French army to the southeast and by the RAF and (through Cherbourg) a BEF unit if necessary.

An economy-minded but careless German player can get into trouble in Belgium. If he neglects a declaration of war on the Netherlands, a Belgian defense leaving Antwerp vacant while garrisoning the other three Belgian hexes will incite Teutonic blasphemy. If war is declared on the Netherlands, then Belgian ground defenses will have two factors

each in Brussels and Antwerp, one in hex N25.

On the southern flank, things are a great deal more complex. Germany can attack hex U20 at 2-1 odds with an armor and eight air factors, while the infantry attacks hex T21 at 1-2 odds. Ten air factors are, naturally, held in reserve to intercept the French. One panzer unit exploits to hex T19; the other two go to either R21 and P22, or to R19 and La Rochelle. The T19 armor unit and two air factors attack hex T20 at 1-1 odds; if successful, this opens a sea SR and supply route through Marseilles. If both T20 and T21 are cleared (a 42% chance), a land SR route is opened through the U hexrow. Therefore, if the 1-2 attack on T21 clears that hex, exploiting units will probably take the P22 option; if it does not, they will probably go to La Rochelle where supply and sea escort can arrive from Germany. (I am indebted to Marcus Watney for pointing out this potential attack and its possibilities for mischief; it had not occurred to me before he got his hands on my first draft.)

It is during the construction phase that problems for the Axis will begin to surface. That French armor is still lurking in the Maginot, Germany has to protect Berlin adequately from an Allied "flip-flop", and her defense must be set back a hex from the Rhine. Germany has already expended 15 BRPs for a western offensive, while poor Italy can spend only two more after her own DoW. It takes a surprising number of units and BRPs to defend Germany adequately, and the German player will find he has far fewer units left over for the SR into France than he'd hoped. SRred Italian units can help defend Germany, but Italy has few to spare after providing for her own beach defenses.

The possible countermoves by the Allies defy comprehensive analysis. I should first outline the British setup: the increased potency of the German fleets has made me a believer in defending Britain's beaches with three 3-4s and a 9-factor fleet. I feel the 4-5 and 2-5 armor units should be in Egypt with at least two fleets to threaten Italy. And since the airwings cannot immediately contribute to that threat from Egypt, I prefer to keep them in Britain whence they can aid in counterattacking a craps shooter or

Figure 1 Note that replacements have been added in Calais and hex M24. This defense was originally conceived under the 2nd Edition rules, when the replacements were not available and the Hague (and Dutch Army) were a hex southeast.



can go quickly to southern France/Corsica if there is to be any action in Italy.

Given these assumptions on British dispositions, the Allied response to a successful southern attack could include some or all of the following elements, depending on the actual mapboard situation:

Sea transport of two British 3-4 infantry units to St. Nazaire followed by an attack on La Rochelle. Even if two German panzer units are in that city, a 1-1 attack is possible with the ten British air factors. If the 3-4s are lost in an exchange, French armor can be built in hex P19 to cut off supply.

An invasion of the Riviera beach from Egypt. This may, or may not, prove practicable depending on the strength of the beach defenses and the outcome of naval combat. If it succeeds the invasion, together with the replacement in Lyons, cuts off sea supply through Marseilles as well as any land supply route.

It may be possible to move that armor in the Maginot to hex T20 or T21, further complicating Axis supply difficulties.

Wherever French infantry can attack Axis units at 1-2 odds, they should do so. Exploiting German units, who will be in supply even if supply lines are cut, should be preferred targets. Considering the BRPs France has to burn, even a 1-4 attack against armor is worth a shot.

Success is not guaranteed of course. But I think the overall risk to the French player who uses the defense is not much, if any, greater than the risk already inherent in the craps shoot. Before settling (however temporarily) on the French defense depicted here (Figure 2), this gamer did a lot of tinkering. I will not go into the many faults of my many rejected plans, but those with a taste for experimentation might wish to consider further such fallible ideas as:

- 1) leaving Metz or Strasbourg, or both, vacant;
- 2) placing a five-factor stack in P25;
- 3) placing two to four factors in hex T21 or U20, or both, without backup;
- 4) placing a unit on every hex from P25 to P19 with nothing to the south.

The air units in my figure are in position to support the units in either N23 or U20, the likeliest German targets. The fleets at Cherbourg serve two purposes: they will try to intercept any German first-turn invasion of England or counterintercept any German interceptions during the Allied turn, and they may come in handy to supply French units if the German player tries the standard Sedan-O23 craps shoot. At least two will probably SR to the Mediterranean after the first French turn. I believe French fleets should take any opportunity offered for combat with Axis fleets, even at truly terrible odds. Better they sink and perhaps take a few enemy factors with them than turn Vichy and, possibly, eventually Axis. If Germany and Italy should both build to capacity, the British Navy is matched in numbers and hard-pressed until American entry. Any naval attrition France can inflict is quite helpful. The French player in a five- or six-player game may well find cause to disagree warmly with this view; I think its advice self-evident when fewer play.

An underlying theme to these French placements and German responses is the economic war. If Germany turns west but does not conquer France in 1939, it has probably worsened its normal BRP level. I arbitrarily define "normal" as 70 BRPs of conquered minors in the bag for the 1940 YSS. If Germany does oust France in 1939, Germany still needs and must acquire some 28 BRPs from conquered minors or the German player has suffered a net loss. Now, some loss is no doubt an acceptable trade-off for the major benefit of crushing France early and freeing forces for *Barbarossa* or other projects—but how much?

If things look desperate for France after the Axis Fall '39 turn, the Allies have a weapon of last



Figure 2 The Master Plan for the defense of France, with French armor in Maginot.

resort—the deadly turn "flip-flop". (Paradoxically it is also a weapon worth considering if things have gone unusually badly for Germany.) Opting for the flip-flop guarantees France's survival to Spring '40 at least (presuming, that is, Germany did not occupy Paris in the Fall of '39). The chief danger is not to France—which must be expected to collapse sometime in 1940 anyway—but to Britain now. The British player must look carefully to Gibraltar, Suez, Malta, not to mention her own home defense, and guard them against the two Axis turns which can be expected to follow the Allied flip-flop.

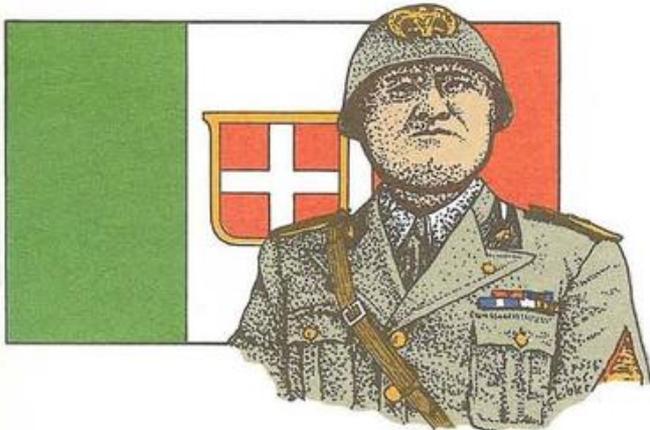
And, once in a while, the flip-flop can be used offensively. The Allies should always examine the situation carefully at this point in play. Can Rome be taken by means of a flip-flop, and held? If so, Italy for France is a trade very much worth making. The Allies may even find that Italy's BRPs enable them to retain the initiative for Spring '40. How far can French armor, attacking and exploiting northeast from the Maginot, penetrate? A British invasion of Bremen may be able to aid such a master stroke, and it is conceivable that every German unit west of Denmark could be put out of supply. If Germany owns the Hague—a supply source—this won't work. If instead, Germany holds only Brussels, it might—Brussels can be recaptured. Bear in mind that not all of the panzers you may see in Poland will necessarily be able to aid in counterattacking such an encirclement, because of the 20-factor requirement in the east.

The fate of France may indeed be to fall. But the cost to Germany may prove a two-edged sword. *Vive la France!*



COMPANY HISTORY

In celebration of Avalon Hill's Silver Jubilee, an informal history of the world's first and largest wargame publisher was compiled. The 32-page, full-color booklet exposes the successes, failures, truths and myths of The Avalon Hill Game Company from 1958 to 1983. With a forward by Charles S. Roberts on the founding years and liberally illustrated, the Company History is wonderful nostalgia for the thousands of gamers who started wargaming with Avalon Hill products. The Silver Jubilee booklet is available for \$2.50 from The Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214. Please add the usual 10% postage and handling (20% for Canadian orders; 30% overseas).



THE LONG ROAD FROM ROME

An Italian Strategy

By Marcus Watney

Italian play has become so standard that it is in danger of becoming boring: a declaration of war on the Allies in 1939 followed by a subservient role as Germany's jackal. In a game in which the Axis coalition is controlled by but a single player, Italy will probably not be allowed to conquer any valuable Minor—not even neighboring Yugoslavia—because of her poor growth rate. With the reduction of the penalty for the loss of Suez/Alexandria from 50 BRPs to 25 BRPs, the new edition of the game limits Italian opportunities further (although the latter half of Rule 47.3 does compensate slightly by effectively removing a British fleet). To remedy this situation, this article offers an individual Italian player an alternative approach. It is not a "Perfect Plan" [fortunately, in *THIRD REICH*, none exist]. But it does open up some interesting avenues of thought, particularly during those rare games in which Germany advances on Russia early.

The player who consistently wins at *THIRD REICH* is likely to be master not necessarily of attack or of defense, but of "threat". Rather than mere thud and blunder, *THIRD REICH* is a game of threat and counter-threat. Because of the high cost of actually going to war, invariably a considerable amount of time and effort is expended in jockeying for position; nobody is going to invade simply for the fun of it. Even to a novice it is clear from the Costs Chart that a hasty invasion is likely to be an expensive failure or, at best, a Pyrrhic victory. Such operations must be very carefully planned, both militarily and economically, and the strategic objectives of the specific invasion never let out of sight. A threat to invade, however, is much less expensive than the real thing, and will often result in just as much dislocation to your opponent's plans. So long as the threat is a genuine threat which can be translated into action if he does not respond, the opponent will have to react to a greater or lesser extent. The more frequently one can change his threats, the more off-balance his opponents will be.

At first glance, the position of Italy seems unenviable. The country is weak, has little to offer the Axis cause, and her principal objectives (Gibraltar, Alexandria and Suez) are all quite unobtainable against a competent opponent. Her choice seems to be between a boring peace or an attritional war of dubious merit. But although Italy can never hope to engage in the cut and thrust of blitzkrieg against any but the weakest neutrals, with a little foresight she can play a major, if unromantic, role in the Axis expansion by using her ability to threaten the Allies to the full.

If Italy's only weapon is the threat, from the very beginning the Italian player must have his priorities properly sorted out and be ready to pursue his initial objectives wholeheartedly. But how does one determine Italian objectives given that Gibraltar, Alexandria and Suez are impossible to reach? The best approach is to decide where the Italian player would like to see his country's forces and finances in the middle-game and then sift backward from there, developing an opening strategy designed to

lead to the desired position. If Suez, for example, cannot be captured, then the second-best middle-game position would appear to be to threaten to capture Suez, thus forcing the British player to divert troops to Egypt when they are sorely needed elsewhere. But given Italy's puny forces, how is even this threat to be maintained?

One way to increase the threat is to remain neutral for awhile. In *THIRD REICH*, as in so many games, attack is often the best form of defense. An Italian player who declares war on France prematurely, although he may gain Lyons, is likely to find himself thrown out of Libya by a combined English-French assault! The returns from such an Allied offensive are non-existent so far as BRPs go; but the attack will still seem worthwhile to them because a North Africa devoid of Axis units will significantly reduce the defense commitments of Britain later. Italy should bear in mind that France has much armor and much money, as well as three fleets—all of which, in the context of the ultimate fall of France, are expendable. France can take risks that no other country would entertain, and Italy is the principal target here. So, by remaining neutral Italy protects herself from the vicious French: the 35 BRP declaration of war cost is generally a heavy enough burden to hold the Allies in check. In other words, remaining neutral increases the Italian threat itself by making one of the Allies' best methods of reducing that threat (i.e., offensive action) unattractively expensive.

My opinion here is directly opposed by many veteran players who like to declare war in 1939 in order to get that irksome 35 BRP expense out of the way before the new year fills the coffers. I believe this is an unrealistic attitude, the taking of a short-term gain at the expense of long-term strategy. If Italy declares war on the Allies on the first turn, there is a very strong chance that the Allies will take a double move and attempt to seize Rome while the Germans are busy knocking over neutrals, hardly an auspicious start to an Italian campaign of threat! An Italian declaration of war in Winter 1939 is better, particularly if the Allies have taken a double move and the Axis now have the opportunity for a riposte. But even then, no offensive by Italy against the Allies is possible until 1940.

Of course, remaining neutral, although laudable, is not simply enough. To the Italian's chagrin, placing an enormous army along the Libyan-Egyptian border will worry the British player not a jot. No feverish movement of troops to Egypt will take place. The reason is the appalling BRP position in which Italy finds herself in 1939. Because maximum BRP expenditure in any one turn is half that country's income, initially Italy's expenditure is limited to only 37 BRPs per turn. Until her economic position improves, Italy cannot both declare war on the Allies and take an offensive option in the same turn. As the British player knows full well, this means that the glorious invasion of Egypt which marks the foundation of the new Roman Empire must begin with a rather inglorious attrition option.

At best, the Italians may only penetrate one hex into Egypt and they may not even succeed in doing that! Even if the Italians declare war on the first double move, the British can prevent an Axis breakthrough over both moves with a defense consisting of only five weak units around hexrows 27 and 28, assuming there is no threat of parachute attack. For pulling back to the Quattara Depression, the British front-line can only be attacked from two hexes, and in those two hexes the Italians can only mass a maximum of ten factors, not enough to make any progress with an attrition option, unless the Allies are foolish enough to allow contact anywhere else in the Mediterranean (e.g., Tunisia) or unfortunate enough to have a Minor under attack at the same time.

Above I underlined the importance of choosing an initial strategy so that one's country reaches the desired position in the middle-game. The desired position is now clear, and we can begin to design a strategy to attain it. Italy must gain a large enough annual BRP income to ensure that she can both declare war on the Allies and launch an offensive option on the same turn; and if she is to catch Britain at her weakest, she must plan to be able to do so any time in 1940. The target is 100 BRPs in the 1940 YSS. An Italy strong enough to attack into southern France, Egypt or Tunisia on the very first turn of hostilities, yet be able to bide her time behind a mask of continuing neutrality, is the only Italy which will ever significantly worry the Allies—and is thus the only Italy which will actively aid the Axis cause.

How then is Italy to boost her economic position enough to have an annual income of at least 100 BRPs at the end of the 1940 YSS? Dismissing the likelihood of a philanthropic Germany, the only way to attain the goal is through military conquest; and in this context, the only two practicable targets are Greece and Yugoslavia.

Greece, with a smaller army than Yugoslavia, looks attractive; but to attack here courts disaster and ignominy for the Italian army, as occurred in the historical campaign. The first problem is that if the Greeks set up along the Albanian border initially (Figure 1), the Italians can only bring nine ground factors to bear, making attrition totally ineffective. So just to gain the center hex of the Greek line they are forced to take an offensive option and launch a 3-1 attack. With the second 2-5 armor as yet unbuilt, of course there is no Italian exploitation capability on the first turn. On the other hand, an armored advance into the Greek mountains does at least isolate the two remaining northern Greek units. The Italians might also consider using the massed might of the Italian navy to land infantry on the beach, but the Italian navy has better things to do in 1939, particularly if the Allies threaten a seaborne invasion against the homeland.

Furthermore, if the Greeks set up along the Albanian border, it suggests that the Allies intend to intervene, being willing in this case to lose Greek units in exchange for time. An Allied intervention resulting in the conquest of Albania would reduce

Axis pressure on Yugoslavia, and give the British a firm foothold for future operations against the Axis Minors. If the Allies do not intend to intervene in Greece, the Greeks may elect to surrender the bulk of their of their country and just hold the approaches to Athens firmly. By placing units in Athens and the three hexes to the west and the north a triple line is formed (Figure 2). The hex west of Athens (i.e., DD27) cannot fall until Winter 1939 and Athens itself not until the exploitation phase of that turn. The final drive into Athens will be at odds no better than 2-1; this could even be only at 1-1 is attrition has failed to gain a hex. Finally, in order to make that 100 BRP target (income of 75 + 20% of 75 + Greece's 10), every single BRP spent by Italy in 1939 must be subsidized by Germany, a ridiculously unrealistic hope. Clearly an attack on Greece by Italy alone is suicide.

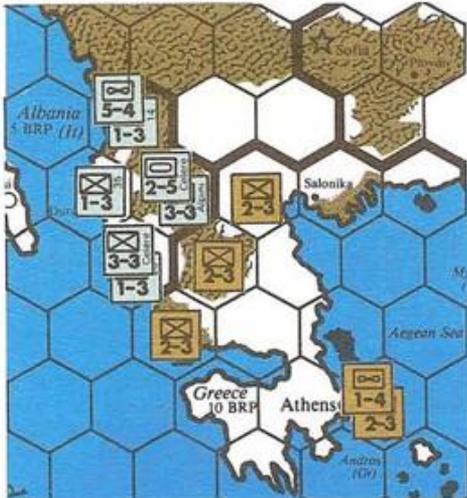


Figure 1 Greek defense with expectation of Allied intervention.

Figure 2 Greek defense with no expectation of Allied intervention.



Yugoslavia is a much more attractive target, both economically and militarily. To reach the 100 BRP plateau, Italy need now only end the year with 25 BRPs remaining. Throwing 25 BRPs down the Italian growth "drain" is not as bad as it sounds, for if Italy wishes to remain neutral for the time being (while attacking some other hapless neutral) she is unlikely to have the BRPs to build both the reserve fleet and the entire army; and generally, when faced with the prospect of an Allied double move in 1939, building the whole army has the higher priority. The Italian treasury can support the building of the entire army, one declaration of war against a Minor Neutral, one offensive option, the rebuilding of up to seven BRPs of any exchange losses, and still end 1939 with the requisite 25 BRPs saved. For 1940 or later, that leaves the fleet and DoW against the Western Allies still to be paid which, balanced against the strong 100 BRP shock effect of the 1940 YSS, is not too unreasonable a liability.

Militarily, Yugoslavia is weaker than Greece, in spite of her larger army. This is because the capital can be attacked from six sides, and the lack of ports make Allied intervention hazardous while Greece is neutral. However, there are still pitfalls in invading Yugoslavia of which the Italian player should be wary (particularly when he has only two turns in which to conquer the country). The standard Yugoslav defense (Figure 3) places a screen of units southwest of the capital. The northwest is weak, the protection of the Danube being little consolation. The Italian's only real problem is the distance of Belgrade from Italy and Albania. There are two basic strategies available: the *Broad Front* and the *Blitzkrieg*. The Broad Front envisages a first turn attrition option designed to penetrate the landward side of the capital, allowing a favorable-odds offensive on Belgrade in the second turn. The Blitzkrieg is an all-out one turn attack on the capital itself across the Danube at poor odds—quick but risky.

But it is not enough for the Italian player to divide up his forces roughly between eastern Italy and Albania and expect to be faced automatically with the standard defense already described. If he does, he may be horrified to see the Yugoslavians set up along one or the other of the threatened borders in such a way that he cannot attack Belgrade effectively before the end of 1939. This is a common response to too much force stationed in Albania. The Italian setup I would suggest (Figure 3) is suitable for either an offensive or an attrition, which means that a final choice is delayed until the British setup is known.

First of all, in the Broad Front strategy (see Figure 4) with eleven factors adjacent to the Yugoslavians (ten in reach of the east bank of the Danube ready for the next turn), the Italian player has only to fear rolling a six. If the dreaded die roll does occur, the Italian player has no choice but to attack Belgrade across the river at 1-1 odds in Winter 1939. The Broad Front thus has only a 5.39% chance of outright failure, though exchange losses could prove expensive; to minimize such losses, one or two newly constructed 2-3s can be SRed into position in Zagreb. But it must be stressed that these 2-3s should only be released if there is absolutely no danger of an Allied seaborne invasion involving armor on the homeland of Italy itself. Over-commitment to Yugoslavia, or to any other theater of war for that matter, can result in Italy being knocked out of the war before 1940—and you can be sure that the devious mind of the French player will be looking for just such an opportunity.

Typically, with just one 2-3 committed, the Winter 1939 1-1 attack on Belgrade across the Danube will use ten factors of expendable infantry, two expendable air factors, and two armor factors poised to enter the city. Two additional air factors counterair. If things go badly, the Italians will lose troops to the tune of 16 BRPs, though an exchange after a counterattack will only cost four BRPs. Some Yugoslavian players may prefer to block off U30, keeping either two units in Belgrade or one in Belgrade and one in X28. The two Italian 1-3s in hexes W37 and X27 are placed there to ensure that in either situation a 2-1 attack is possible. In addition, these protect the beach from a suicidal Yugoslav attack designed to clear it before the British land (remember that until intervention, the Yugoslavians will move just before the Allies—see Rule 23.2). Notice that it is not necessary to introduce the second Italian armored unit—this is better used guarding Rome.

Of course, 83.33% of the time, all these precautions will prove unnecessary as the Yugoslavians are whittled away by Fall 1939 attrition, allowing a reasonable 2-1 attack on Belgrade by the ten ground factors able to reach the east bank in the following turn. But if you believe as I do that the Italians must overrun Yugoslavia in 1939, you'll be prepared for that 16.67% chance that could wreck all plans.

If Italy gains a hex through attrition, V28 should be taken. Referring to the figure (Figure 4) again, the reader will see that pushing the 3-3 into this hex releases a 1-3 infantry, a 3-3 infantry and the 2-5 armor from the clammy grip of the Yugoslavs, allowing SR to other parts of the board. The 3-3 unit may be needed in the hills around Rome; and if the 2-5 is not required in the final push on Belgrade, its ZOC would be very helpful defending Libya. Precisely where these units go is, of course, dependent on the British positions. Also note that the Broad Front strategy should not be used if the French have an airwing in Corsica.

The Blitzkrieg strategy—a one-turn invasion involving a risky 1-1 against Belgrade (also with an 83.33% chance of possibly-expensive success and a 16.67% chance of outright failure)—appeals to the more aggressive player. An Offensive Option is declared, the two 3-3s move to the northwest of Belgrade and the armor to the east of the capital (see Figure 5). Assisted by the air force, everyone piles in with a decisive 1-1 attack. Exchange losses are likely to be high (up to 24 BRPs), but the result is achieved very quickly and allows immediate redeployment to threatened areas such as Libya. An excellent variation on the Blitzkrieg strategy delays the attack until Winter 1939, by which time the threat of an Allied double move has passed. In this case, all Italy does in Fall 1939 is content herself with building land forces.

In summary, so long as the British player does not threaten intervention, the Broad Front strategy is the surer of the two, but is time-consuming and while under way leaves Libya very weak. On the other hand, the Blitzkrieg strategy is quick and to the point, but suffers from the potential heavy loss in an exchange or worse; simply put, "you pay your money and you take your chances". The choice is left to the Italian player—and no easy one this.

What of the defense of Rome while all these adventures are going on? Intervention in Yugoslavia during the Broad Front attack is a potential problem,

Figure 3 Initial Italian placement allowing execution of either the Broad Front or the Blitzkrieg strategy.





Figure 4 The Broad Front Strategy.

Figure 5 The Blitzkrieg Strategy.



though the lack of ports along the Dalmatian coast puts any seaborne force in jeopardy right from the start. However, it is mainland Italy which is the prime target for the Allies. Because the Allies can easily manipulate a double move in 1939 (or avoid one, if they so desire, with a French offensive against Luxembourg), Italy has some *big* problems and they know it. However, the Axis riposte to such an Allied double move is potentially so damaging that Allied players are unlikely to exercise their option unless they see an opportunity to make some really dramatic gains . . . such as knocking Italy out of the war in 1939! This is a very real possibility, and the Italian player must guard against it first and foremost. Seeing a dangerously large assault force assembled in the Mediterranean in the British initial setup (or a French airwing in Corsica), the Italian player is well advised to abandon plans for a Broad Front strategy and either opt for a Winter 1939 Blitzkrieg, or simply forget about Yugoslavia and that 100 BRP level altogether, declaring war on the Western Allies in Winter 1939 in the conventional manner instead.

This, then, is the fly in the ointment of the otherwise elegant Broad Front: because eleven factors are needed in Yugoslavia for attrition, Fall 1939 will see Italy and Libya weakly defended against invasion. If the attrition fails and no units are released, the Italian player will find himself in an awkward position with few troops positioned for home defense and the necessity of a 1-1 attack on Belgrade next turn. Figure 7 depicts the defense I favor in this un-



Figure 6 An aggressive British placement threatening Italy with seaborne invasion: the three French fleets are in Marseilles, and three British fleets in England are ready to change base to Gibraltar and bombard the beach. Not shown are a 1-4 air unit, 3-4 infantry and 9-factor fleet based in Gibraltar.

pleasant situation. Let us examine it closely, area by area, looking at its strengths and weaknesses in the light of an expected Allied double move, with or without seaborne invasion.

The first point to be aware of is that the Allies only start with three armored units, and because of nationality restrictions only the British have any exploitation capability in Fall 1939. A full-scale attack is therefore likely to be either overland or by sea, but not both. An overland attack through Piedmont can reach the gates of Rome in two turns, but cannot actually enter the city because of the ZOC of the Italian armor. Notice how the replacement in hex U23 is positioned so that from that hex the cost to enter Rome is an impossible six movement points. So, it is clear that to seize Rome in two turns the Allies will have to make a landing.

When constructing a defense against seaborne invasion, the Italian player must be extremely careful not to exaggerate the power of his fleets. While the Anglo-French co-operation rules prevent the massing of British and French fleets into one enormous armada, the standard Allied naval strategy in the Med is to use British fleets to carry the assault force while keeping the expendable French fleets on alert ready to intercept any Italian naval interference (Rule 29.56). Sallying forth from port, the Italian is liable to find his ships tangling not with the Royal Navy but with future Vichy ships, while the British sail on to their destination untouched! The only way to reduce this threat is to base the Italian fleets at some remote port like Trieste, where the French only have a 50% chance of intercepting any Italians covering the Adriatic beaches. The other

Figure 7 Italy alone, following attrition failure.



point to bear in mind is that often much of the Italian fleet capability must be expended in the first turn ferrying troops backwards and forwards between Italy and Libya.

But all is not lost. When constructing that defense against an armored seaborne invasion, it is well worth remembering that naval power is no use beyond the beach. Faced with the combined navies and airforces of England and France, it is rarely much use trying to hold a beach hex. The Allies will get ashore regardless. But block the exploitation routes beyond the beach with the humblest of units, and your opponent's advance will grind to a halt. In this game there is no automatic victory rule. That is why a 2-3 infantry guarding Messina, and backed up by five air factors, is more effective than a mighty army holding the Sicilian beach itself. Look at it in more detail: on exploitation in Fall 1939, the British could attack Messina with one 4-5 armor supported by five air factors from Malta. The Italian airwing in Naples reduces the odds to an ugly 1-1. An exchange here, or a lucky CA, would destroy both ground units, leaving Messina in Italian hands. In the second Allied turn, the British capture Taranto but not much else; the invasion would thus be halted by an Axis counterattack no further north than Naples.

On the other hand, the beach southwest of Naples is one which *can* be held directly, since it is outside the Allies' aircover but within the Italian umbrella. Since Rule 34.36 disallows combined naval operations, the largest possible amphibious force the Allies can muster is six British fleets (though in practice the realistic limit is likely to be four), an attack strength of 18 factors. The beach is defended by 16 factors. If the assault force is attempting to land a 4-5 and 3-4 (with the 2-5 on board ready to exploit), it will only just manage a 1-1 attack. To get ashore on an Exchange would also hurt the Italian with the complete annihilation of his air force—but air forces are easily rebuilt while fleets are not, and it is fleets that the Allies will need in future turns to keep any beachhead in Italy reinforced and supplied. Notice that if the 2-5 WDF is not held back to exploit to Naples and Cassino, the Italian player could choose to hold back his airpower too for a counterattack on Rome. Exploitation captures enough airbases for the expendable French airwing to counterair the Italians at the beginning of Winter 1939; the threat of this counterair forces the Italian to use his air force to defend the beach. By now it should be clear that an Allied landing south of Naples is potentially disastrous; few players would risk the British fleets in a questionable 1-1 attack on the first turn.

The only practicable place for the British to invade is the beach on the Adriatic coast only two hexes from Rome itself. Because of its closeness to the capital and the possibility of excellent air cover from Corsica, it is always the weakest link in any defense of Italy. Landing here in fall 1939, a 4-5, 3-4 and 2-5 can bide their time. By building an airbase on the beachhead itself (Rule 28.12), the Allies can obtain an air superiority of ten factors with Corsica stacked to its limit. Attacking out of the beachhead in Winter 1939 with the 4-5 and 3-4, the odds are 17-12 (1-1) against the 2-3 and 2-5 in the mountains above Rome. Though expensive, an exchange favors the British, so there is an 83.33% chance of a breakthrough being achieved here, after which the 2-5 WDF exploits into Rome and out again to the northwest. (There is also, of course, a 16.67% chance of disaster for the British.)

As it stands, this is clearly not a very good defense against a British player willing to take risks. The situation is greatly improved, however, if attrition in Yugoslavia gains a hex (33.33% probability). This hex should be V28, for by advancing one 3-3 adjacent to Belgrade, the second 3-3 is released for SR. Strategically redeploying this unit to the mountains above Rome changes the odds of that crucial

attack to 17-15, still a 1-1 but now an exchange benefits the Italians since a breakthrough is *not* achieved. The chance of capturing Rome is immediately reduced from an inviting 83.33% to a risky 44.44%.

But, be careful. I have assumed thus far that it is not feasible for the Allies to use Yugoslav airbases. If they can, Italy may be in serious trouble. I have also assumed that the British mean business and are willing to use all six fleets if necessary. If the British commitment appears less than wholehearted, it may be reasonable to place two Italian ground units directly on the W24 beach instead. But remember that since Gibraltar is a two-front port for all purposes (Rule 29.14), fleets in England at the start of the turn can change base to Gibraltar in the movement phase and then take a role in shore bombardment in the immediately following combat phase anywhere in the Mediterranean. Even though the French cannot enter W24 as well as the British (Rule 34.36), the Italian player should always

be prepared to face the firepower of all six British fleets in the first turn.

So, analysis has revealed four weaknesses in this defense of Italy: 1) Rome is in danger of capture in the exploitation phase of Winter 1939 if the Allies take a double move and land on the Adriatic beach (W24) in strength; 2) in defending Italy, Yugoslavia may be left weak and open to Allied intervention leading to the loss of Albania, Trieste or an Axis Minor; 3) Libya is very weak; 4) some Italian fleet capability may be used up in mundane ferrying operations, and successful interception could end up sinking French rather than British fleets.

The only way to improve the situation is to enlist German aid. Undoubtedly, the best way to dissuade an Allied attack on Italy is to get the German player to station a considerable armored force in the Munich/Berchtesgaden area. He is likely to be quite agreeable, since from here they are in range of both L27 (the hex in which armor about to exploit from Brussels is usually placed) and the Italian/French

Figure 8 Italy alone, following successful attrition.





Figure 9 Italian positions at the end of the Fall 1939, defending the homeland strongly against an Allied "flip-flop" seaborne invasion while keeping open the option to invade Yugoslavia in the Winter.

border. The threat of heavy German counterattack to recapture Rome from the Allies is usually enough to dissuade the Allies from a risky venture. If the threat of seaborne invasion is strong, an armored unit in Graz, plus an airwing in each of Graz and Budapest, should be enough to discourage intervention in Yugoslavia. Unfortunately, there is still nothing to be done to strengthen Libya.

This brings us to one of the most important questions of the game for the Italian: under what circumstances should he give up all thoughts of invading Yugoslavia? We've seen that when faced with a British assault force of a 4-5 armor, 2-5 armor and 3-4 infantry, the Broad Front strategy is dangerous, the Blitzkrieg being a marginally better bet. If in doubt (and certainly if Germany refuses to respond to a seaborne invasion threat), call it off.

One final point to discuss concerning operations against Yugoslavia is the wisdom of setting up as shown in Figure 3. This is fine tactically, as it allows one to proceed with either an offensive or an attrition option as desired. But it throws the element of surprise out the window. When first experimenting with the Italian strategies, I was a firm supporter of the Broad Front; however, I have found that the English player nearly always countered by placing a large amphibious assault force in Egypt and

Gibraltar which, sure enough, scared me off and led to a lot of complex redeployment. As a result, my own personal preference has now swung towards the Winter 1939 Blitzkrieg, using the positions shown in Figure 9 as a guide to end of first turn positions. By starting with three 1-3s in Libya and 1-3, one 2-5 and one fleet in Albania, no sea escort is necessary in Fall 1939 so all four fleets are ready to repel a British invasion. To proceed in the Winter, the units to bring to bear against Yugoslavia are the two 3-3s in Trieste and the 2-5 in Albania. Notice that it is crucial to keep a 1-3 alive and kicking in Albania as well as the armor; without this humble unit, were the Yugoslavians to block off Trieste only the armor from Albania could attack Belgrade, in which case an exchange would leave Belgrade empty but still Yugoslavian. As a deterrent against England both declaring war on Italy and taking a double move, the 2-5 and both 3-3s are aboard ship. Now, if the Allies take a double move and the Axis have one in reply over Winter/Spring, the Italians can try to land somewhere interesting . . . like Syria or Palestine. Even if only the 2-5 survives interception, in the second turn it could seize enough ports to seriously embarrass Britain. A further investment in Italy's future is a German airwing in Graz: it makes the Fall 1939 capture of V24 on the

exploitation from the beach rather pointless (the Allies might consider it a possible fifth airbase). For those worried at the apparent weakness of Rome, one of the 3-3s in Trieste and the 2-3 in hex X23 can be swapped round, although this does increase the cost of an already expensive exchange at Belgrade. So, if all goes well in Winter 1939, there should be four fleets available to sea escort units to Libya. Typically, two 3-3s, two 2-5s and the Albanian airwing SR—the second airwing can be transported from Trieste to Tobruk in Spring 1940 if the Italian player feels daring. Thus, in exchange for abandoning all hope of a Broad Front strategy, the Italian player gains an element of surprise, a strong home defense, a good counterattack force, and a little extra time in which to decide what to do. The price? A 16.67% chance of the attacker being eliminated in Yugoslavia.



The Crusade Against Bolshevism

I have met some players who are critical of the wrinkle in the rules whereby a neutral Italy may not be attacked by the Western Allies while engaged in a private war with Russia, claiming that this situation is unrealistic. On the contrary, there is good historical precedent! Automatically, with the advantage of hindsight, players tend to think of Italy as an active member of the Axis. But before the hostilities, Mussolini's position was far from obvious. Indeed, his favor was often courted by French and British politicians who considered him a restraining influence on Hitler. In the light of what was to follow this may seem odd, but it must be remembered that to the politicians of the day who had lived through the First World War, Italy was a recent ally. Until the annexation of Austria by Germany in 1938, the friction between Austria and Italy over Tyrolia seemed likely to keep Italy friendly to the Western Allies. Hitler's declaration that from then onwards the Brenner Pass was to be the border between Austria and Italy (thus giving Mussolini the political victory he sought) was one of his most astute gestures.

Even after the declaration of the Rome-Berlin "Axis", there was considerable hope in the west that, if Italy was not a French ally, she would at least remain neutral; a considerable amount of British and French diplomatic effort went into encouraging Italian passivity right up until June 1940. Indeed, if the French defense had not crumbled so completely, offering Mussolini an opportunity for self-aggrandizement which he simply could not resist, there is every likelihood Italy would have remained neutral for a very long time. Of course, this is conjecture but it seems likely that Italy and the Western Allies would probably not have come to blows until the German invasion of the Balkans in April 1941.

So, had Italy gone to the aid of a beleaguered Turkey against Russia (much as Britain and France planned to go to the aid of Finland in the Winter War), no doubt the Western Allies would have looked on in approval. After all, Stalin had participated in the demise of Poland and seemed inimical to the West. It is entirely proper and realistic therefore that, in such a situation, Italy should have nothing to fear from a Western Allied invasion. A *de facto* alliance could be considered to exist between the three countries; until Italy does something to actively harm the interests of Britain or France, she should quite rightly be considered a member of the alliance. And one does not invade allies.

SOVIET OPTIONS

Russian Play in THIRD REICH

By Marcus Watney

This article owes much to Robert Beyma's original "Red Options", published in The GENERAL (Vol. 14, No. 1) long before the new edition appeared. Marcus Watney patterned his sound advice on Mr. Beyma's insights.



It's the Soviet whose actions dominate the second half of any game of *THIRD REICH*, so when choosing sides in a multi-player game, it is well to remember this point and ensure that an experienced player takes on the role of the USSR. True, the opening moves are boring and mundane for the Soviet player, but it is only across the wide expanses of the Russian steppes that tactics in *THIRD REICH* can be fully applied. It is here that the better tactician will come to the fore and win the day time after time.

For once initial set-up is not a problem; it is only necessary to place units within striking distance of the Pact cities and to garrison Leningrad strongly against the remote likelihood of a surprise attack. Very few German players attack the Soviet Union on the first turn of the game; and when they do it is usually because of the personalities or lack of experience of either the French or Russian players, or both, rather than some intrinsic merit in the strategy itself. Without her minor allies, it is very difficult for Germany to make significant progress against the Soviet Union while also picking up enough neutrals to improve Germany's BRP position. What usually happens is that too many German units get sucked into Russia, with their flanks hanging on in thin air, while the conquest of neutrals gets hopelessly behind schedule. One strong Anglo-French thrust across the Rhine and the German player may find himself wondering if the others have time to start a new game!

In the early days of *THIRD REICH*, some bored Soviet players were seduced into believing that the best strategy was to attack Turkey. Quite a number of players expounded at length on the delights of having those extra BRPs early in the game, the opportunity to strike into Bulgaria, and the glorious excitement of extricating the Soviet fleets from the Black sea (though quite what those fleets were supposed to do once in the Med was never made clear). Nowadays we are all more sober in our analysis, and it is generally accepted that a Soviet attack on Turkey in the early part of the game is disastrous: it increases the front to be defended by a third; it opens the door to Axis seizure of Tabriz and Sarab; and the BRPs gained are largely illusionary (since to succeed, it will require substantial Foreign Aid to Bulgaria). This doesn't mean that Turkey should never be attacked by the USSR, just that it is not wise to do so before 1942. Indeed, if such an attack is timed to take advantage of the mid-game "flip-flop", it can be extremely effective. (See "The Left Hook".)

This leads to the only real question about Soviet initial placement still hotly debated: just where to put those fleets. Some players opt for a heavy deployment in the Baltic under the impression that Leningrad is the "Gibraltar of the North". But, in my experience, the games in which Leningrad does

not fall are definitely in the minority. Furthermore, if the bulk of the Soviet navy is in Leningrad, the Soviet player may find himself emotionally loath to abandon that city to the detriment of the Russian position as a whole. Obviously, Leningrad should never be abandoned without a fight, but neither should an overland link to the fortress be maintained at the expense of massive losses in the south. Knowing when to let go is half the art of good gamesmanship. Leningrad's position is strengthened by Rule 15.4 and 5.55; once surrounded, new units can be miraculously recruited in the city since it is still technically a "supplied" hex. Eventually, an Axis 1-1 attack will succeed and that is that for the Red Navy.

Of course, should Leningrad happen to survive, Soviet fleets in the Baltic will prove very useful, not only for providing supply to threatened coastal flanks but also by forcing the Axis to waste units guarding against exotic tactics such as the seaborne invasion of Copenhagen. But will fleets in the Baltic survive in order to be of use?

My own opinion is that the Soviet fleets are much more effective in the Black Sea, and I usually place at least two there—and often all three. Since it can only be attacked from two hexes, Sevastopol is exactly twice as strong as Leningrad. With fleets at Batum, the threat of a transport mission into Sevastopol and up into rear Axis areas is so acute that the Axis player must leave a substantial garrison in the Crimea. And it is an outstanding base for airborne units from 1943 onwards. Finally, Batum is far more secure than Leningrad.

Such considerations aside, in most games the Soviet player's mind will be filled with the problems of fighting an active but conventional defense. The word "active" is important. In *THIRD REICH*, threats are free and a good Soviet player will threaten all sorts of awkward counterattacks, pinpricks in themselves but enough to delay the Axis advance by a turn here and there. Yet, to conserve BRPs he will launch few, if any.

The German's principal cutting-edge is his airborne unit, and it is the location of this piece that the Soviet player must be aware of at all times. By dropping on the second line—even at odds as low as 1-2—a hole can be punched through a double line of defenders allowing the swift 4-6s of the Wehrmacht to fan out in the rear areas and encircle large numbers of Soviet infantry. And, for the Soviets, encirclement is deadly. When Russia is defeated in a game, in the vast majority of cases her fall is not caused by lack of BRPs but by lack of units available for rebuilding following a massive encirclement (see Rule 27.43).

In theory, the way to defend against the airborne threat is to construct a line three units deep. In practice, of course, the Russians are not strong enough to do so every turn. That means that they must often

compromise. By far the most common Soviet defensive network when there are too few units to form three lines is the "Spaced Armor Defense": a front line of expendable infantry, backed up by a mesh of ZOCs at a suitable distance. That last point is crucial; the idea behind the defense is to keep the second line out of range of Axis ground support and therefore safe from airborne attack: no German player will risk incurring the penalty of 31.4 by attacking at odds of less than 2-1 so far behind the Soviet front lines. In many cases it may be possible to bring the second line into Axis air range without danger, so long as this second line remains at least three hexes behind the first. Three hexes is the minimum separation necessary to ensure that, at the moment of combat, an Axis airborne unit cannot escape the prospect of permanent elimination by being adjacent to a victorious unit which has just advanced-after-combat into the first Russian line. If the second line is too close to the first, the Axis will be happy to attack it at odds as low as 1-2, dropping the airborne adjacent to a newly captured front-line hex to avoid 31.4.

An alternative, though rarely-used, Soviet defense consists of a front-line pulled so far back that it is out of reach of Axis infantry. Because it gives up so much ground, you will not often see this tactic employed across the entire front. But it is worth incorporating in parts of a conventional Spaced Armor defense where Axis infantry is not present in numbers. It could be used, for instance, in the unimportant extreme north, east of Vologda. It should always be used with caution, because although the German player will generally not wish to risk having to take exchange losses from his precious armor, he will be happy to do so if the potential gains from a breakthrough at this point are attractive enough.

When drawing up a defense line, it is important that the Soviet player recognizes the only slight value of defending behind a river line. Do not allow a bend to develop in the line merely to accommodate the meanders of a river. At the best of times, a river improves the strength of the defenders a mere 50%—an advantage that is immediately lost if to get the advantage you allow an attacker to hit your force from three rather than two hexes. Furthermore, if it is an important hex, the Axis paratroops will drop on top of the unit, negating the river bonus instantly. The Soviet player should never allow himself to become too fond of river lines; sometimes they can even be a liability as they permit the placement of a bridgehead in the middle of your line.

The Soviet airforce is extremely weak, not just in numbers but also in quality. Its main job until 1942 is just to stay in the air and thus contribute to Russia's survival. But, while this means that it must always be kept out of counterair range, it does not mean that you should banish fifteen factors of DAS to the Urals. Again, "threats are free", and

the Soviet airforce can be gainfully employed covering the second line, threatening a judicious use of DAS to upset an easy 2-1 attack which might otherwise be possible during German exploitation.

Inevitably, encirclements will occur. But just because units have been isolated, don't abandon them to their fate unnecessarily. A well-planned counter-attack, either attrition or offensive, can cause Germany great discomfort and put his schedule right out of joint. An attritional counterattack requires great skill to execute successfully but, as well as saving 15 BRPs, also avoids the complications of Axis air superiority. Careful placement of units is essential. The flexible nature of a mesh of ZOCs means that simply pushing an enemy armored unit out of the way may not be enough to break the mesh. In Figure 2, note how at least two armored units in each encirclement must be threatened. It is not sufficient to simply surround one armored unit and expect to capture that hex by attrition; although at first glance it seems illogical for the German player to remove an expensive counter voluntarily from a doomed hex, it will deny the Russian control of that hex even if empty! In Figure 2, by removing the surrounded armor at Kursk, the Germans would have prevented the Soviet player from reopening supply to that part of the line had there been no Soviet unit (supplied at the start of the Soviet turn) in N43 ready to push aside the armor to the south (note the denial of Kharkov by a 1-4 using 18.33).

An Offensive Option is an altogether more reliable way of freeing surrounded units, but it is expensive. It may reap dividends, however, if you find you have a chance to wipe out a significant portion of his spearhead (see Figure 3). While a German player dislikes losing armor in an exchange in his own turn, he really hates losing any in the Soviet player-turn since they can't be back in action for over three months. An offensive is also useful for killing off surrounded units which cannot be freed; this allows them to be rebuilt immediately and, hopefully, they will also each take a German unit with them. In this situation, several 1-2 attacks are a potentially better value than one large attack. Such an suicide offensive, however, is a luxury the Soviets can rarely afford before 1943.

Whichever technique is used, if the German airborne unit is on an airbase, it goes without saying that putting that unit in a Soviet ZOC is a very high priority. Just preventing the use of the airborne for a single turn can bring a very welcome respite. Because of this threat, the German player will actually prefer an EX to a D when he drops his paratroops. An exchange will allow him to rebuild the airborne unit behind his own lines ready to drop again next turn, nine BRPs is "peanuts" to pay for such a powerful unit.

Having considered the tactics of Soviet defense, where should the Russian player defend and where retreat? Where should these tactics above be used? A satisfactory opening defense is shown in Figure 4, though the reader will have to adapt this according to the position of the German airborne unit on the map and the threats posed by the bulk of the German armor. If he has managed to avoid the temptation to attack Turkey in 1940, the Russian player will have an additional five infantry units with which to strengthen this defense, and may be able to bring the second line further forward or add a third line where an airborne assault seems most likely.

The strong defense of the Baltic States reflects the obvious importance of preventing the German player seizing all the Pact cities before the next YSS. If a Soviet fleet is in the Baltic, placing it in Parnu will release one or two extra units for duties elsewhere provided the German airborne unit is not nearby. Of course, it risks losing a factor or two to air attack, but by the time this happens, the danger of seaborne invasion will be over and it will have done its job. So useless are the Soviet fleets that I never lose sleep over a few factors lost from them



Figure 1 The initial situation. German armor has, following breakthroughs aided by paratroopers and infantry, encircled the bulk of the Soviet army.

Figure 2 Breaking isolation by attrition. This allows a die roll on the 61 + Attrition column. The Russian player is guaranteed two hexes (those occupied by the surrounded German panzers, D46 and M44).

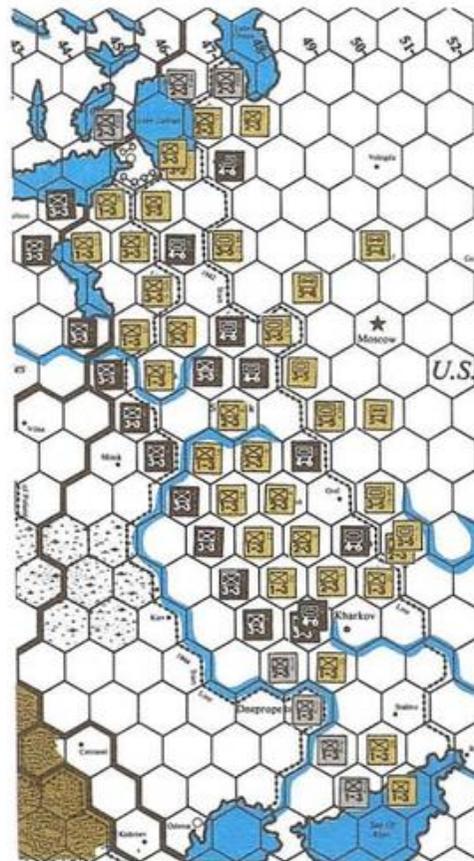
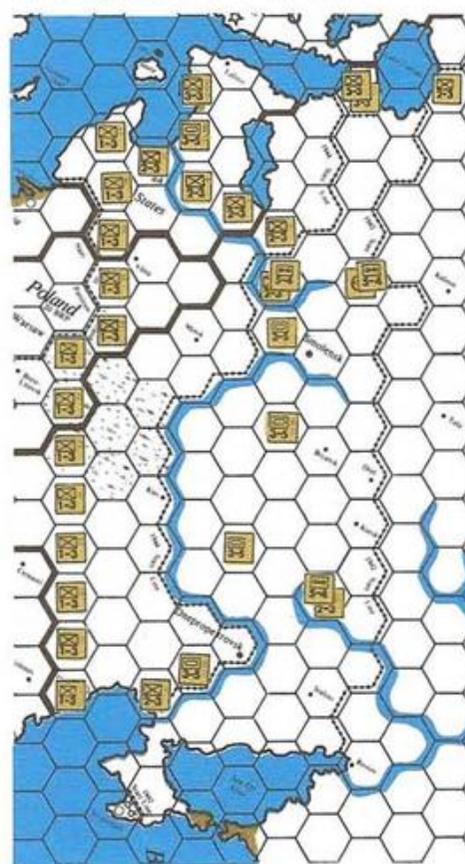


Figure 3 Breaking isolation by counterattacking. The Russian player allocates the Red Air Force as follows: six factors on hex D46; four on F44; two on I44; and three on hex M44. The following attacks are then resolved: 2-1 vs D46; 2-1 vs F44; 2-1 vs M44; 1-1 vs I44; and 1-2 vs K44.

Figure 4 A practical defense of "Mother Russia".



if I have actually succeeded in using them constructively!

Note that no attempt is made to defend Bessarabia, Brest Litovsk or Lvov, in recognition of the old aphorism that he who defends everything, defends nothing. By pulling the defense line back to Row 37, the mandatory 1-3 in Odessa can be incorporated in the front line. Because of the position of this mandatory unit, pulling the lines even further back (to Row 38) would not release an additional unit.

The first target on the German player's hit list is usually Tallinn, followed quickly by Leningrad and Vologda. This is why the heavier Soviet units are all north of Smolensk. Once Vologda has fallen, Moscow is usually abandoned as indefensible. But because of the importance of the north, many Soviet players pay scant attention to what is developing in the south—and this can lead to disaster. While every player is acutely conscious that it is only seven hexes from East Prussia to Leningrad, how many realize that it is only nine hexes from Rumania to Rostov?

A wily German player may choose the indirect approach: apply pressure to the Baltic States and the approaches to Leningrad while putting the major effort into a drive on Rostov. Why Rostov? The reason is one of simple topography; east of Rostov, the Soviet left flank must hang in the air or pull all the way back to the Caspian. And, east of Rostov, the Axis player can plunge into the Caucasus and drive on Tabriz and Sarab against minimal resistance. The grain of the board, plus Lake Peipus, greatly aid the Soviets in the opening moves . . . but if they must defend the Don while holding their right flank in the Baltic States, the Soviet player finds himself in deep trouble. Never forget that while Leningrad is the first objective of the Axis, Tabriz and Sarab are the main ones.

How can the Soviet Union best take advantage of the Russian Winter? In theory, Winter 1941 looks like a fine time for a Soviet offensive. But unfortunately, the disadvantage with a Soviet assault then is that it ruins any chance of forming a coherent defense against the Spring 1942 Axis attack. Do not forget that the Soviet 1942 builds will not yet be on the board when this attack is launched. The main advantage of the Russian Winter is the restriction on an Axis offensive; the undoubling of units is purely incidental. It therefore follows that, if the Allies are moving second, the best time for a Soviet offensive is actually Fall 1941 since the Germans will be unable to take advantage of a weak Soviet defensive deployment in the immediately following Winter turn. If a Soviet offensive is taken in Winter instead, then its aim shall be the destruction of Axis armor rather than the capture of territory. Even so, in very many games, Soviet Russia is just too exhausted to do anything with the Russian Winter except heave a sigh of relief.

And what of 1942? The construction of the new builds knocks 89 BRPs out of the Soviet treasury; for this reason alone the Soviet counterattack rarely gets into high gear before 1943. This is a shame, because the "flip-flop" in the Allies' favor which usually occurs between Spring and Summer 1942 (note Rule 12.14) offers amazing opportunities. The problem is that none of these lovely reinforcements will be available for use in the first of these two turns. Probably the best strategy is to go for a 61+ attrition roll in the Spring, and take advantage of any gains with a spectacular Summer offensive. Unfortunately, this idea can be thwarted if the Axis uses a "Reversed Spaced Armor Defense" himself (see "Advanced Tactics" herein). Alternatively, why not now attack Turkey?

From 1943 onwards, it is the German who must worry about maintaining a triple line against the threat of Soviet paratroops. In theory, faced by two Soviet airborne units, they should require four lines; but in practice the weakness of the Soviet air force and the strength of the German infantry makes it

THE LEFT HOOK

By Marcus Watney

It is now generally accepted that a Soviet attack on Turkey in 1939 is a very poor move. It increases the front to be defended in 1941 by as much as a third and opens up the vulnerable Lend-Lease route to an early Axis attack. But that does not mean that the USSR has nothing to gain from a left hook through her southern neighbor.

The "flip-flop" that occurs naturally over the Spring/Summer 1942 period has immense potential for the Allies—potential which is in fact rarely converted into actual strategic advantages. The reasons for this are several. Principally, the British player has too few units to do much, the Russian is only just beginning to get his reinforcements, and the American has not yet deployed in Europe. Both the American and British paratroops are unavailable until after this "flip-flop".

Even so, if anyone is to do anything spectacular during the flip-flop, it will be the Soviets. But their opportunities within the Soviet Union itself are likely to be limited. The Axis will be well-prepared, perhaps with a *Reversed Spaced Armor* defense or even hedgehogs (see the article "Advanced Tactics"). The German player may even pull back a few hexes, out of reach of the Soviet armor and air forces. With proper foresight, the Axis can make the main front almost comfortably secure.

But in Turkey, the Axis will find their hands tied. Although the Turks will have their usual independent turn (Rule 12.16), a Soviet attack over the flip-flop means that no Axis intervention can occur until the Soviet Union has enjoyed two consecutive offensives against the hapless Turks. Against a properly co-ordinated Soviet attack, Ankara will fall on the second turn, allowing an immediate SR right into Istanbul! Suddenly the tables are turned. The Axis armies may have captured Moscow and Leningrad in the north, but once their Minor Allies are threatened (particularly Rumania) Germany and Italy will find themselves thrown onto the defensive for the rest of the game. The loss of more than one Axis Minor will usually make the Eastern Front exceedingly brittle, especially before the 1944 reinforcements are available; the Axis defense could collapse like a house of cards. And from Istanbul it is only three hexes to the Rumanian capital.

What sort of defense should the Italian player (Rule 22.1) conduct in Turkey, given the immense advantages the Allies would gain if they succeeded in crossing the Bosphorus in 1942? If the British are in position to invade, either by sea or from Syria, the Italian player is well-advised to pull right back to Ankara and beyond, for any forward defense will simply be outflanked. On the other hand, if there are no Soviet fleets in the Black Sea and the British are busy elsewhere, he has nothing to worry about. A successful attack on Turkey by Soviet Russia acting alone requires at least two fleets at Batum. It is not that such an invasion can achieve anything (it can't, in all probability it would not even sail), but by threatening a landing at Samsoun and exploitation from the beach it forces the Turks to waste valuable units blocking the beaches and thus makes a forward Turkish defense impracticable. This is a prime example of the common *THIRD REICH* strategy of using a threat to dislocate the defense without actually needing to translate that powerful threat into weak action.

A good Turkish defense, when Britain is busy elsewhere, is shown in the first illustration. For the purpose of analysis, the worst case is assumed: the Turks are faced by three fleets and six Soviet armored units. In reality of course, extricating the Soviet armor for such an attack is a major headache for the Russian player; in most games, only three or four will cross the border on the first turn, the rest redeploying in behind them.



Figure 1 Defending Turkey against the USSR while Britain is busy elsewhere.

Which are the most important units defending the southern Axis flank? The Bulgarians! It is absolutely essential to get the Germans to station two weak units in hexes Y33 and Z31 in Spring 1942. This simple precaution prevents the Soviets from SRing into European Turkey upon the fall of Ankara and will leave them fuming on the eastern shore. Furthermore, rule 5.34 ensures that Axis units themselves can then SR straight into Istanbul and hex AA31, locking the Allies out of Bulgaria for a good many turns. With the Bulgarians in place, defending European Turkey is reduced to the far simpler problem of denying Istanbul to a Soviet exploitation advance or paradrop on the second turn of the flip-flop. And the defense shown in Figure 1 will achieve this also.

The prime objective of the defense here is to prevent the Russian from SRing a paratroop unit to within six hexes of Istanbul at the end of the first turn of the invasion while also, obviously, preventing a later exploitation advance into the city. (It is assumed throughout this article that the Axis controls the Crimea.) The easiest site for a paratroop base that the Soviets can capture is Z39, and this is why the Turkish defense leans toward the northeast. Only two Turkish units (in Z38 and Y43) are sacrificial; they are the only ones within the range of Soviet airpower. The armor in hex Z37 makes a landing on the beach rather pointless and discourages attempts to infiltrate around the northern flank. By placing four factors in AA38, the potential paratroop base at Z39 is denied to the Russians. To clear that hex of all adjacent Turkish units so that a paratroop unit can be SRed into it means not only eliminating the Turks in Z38 and AA38, but actually advancing into those hexes too. Otherwise the Turkish armor in its own turn could place the paratroopers in a ZOC. The sacrificial unit up at the Russian border insures that the main Turkish defense can only be attacked in the exploitation phase, using rule 14.4.

The Soviet attack, of course, could develop in a number of ways. The Turkish response shown in the second figure will cope with most. Ankara will fall, naturally; but the defense makes it too difficult for the Russians to get into Istanbul before the Axis—and that is the important thing.

But what if the British are in a position to threaten Turkey too? Life becomes much more unpleasant for the Turks and, vicariously, for the Axis. While against Russia alone it is reasonable to expect to inflict some exchange losses before Ankara falls, with the Royal Navy threatening the Turkish coastline Ankara must be virtually abandoned and the entire defense geared to halt the Allies from crossing the Bosphorus. The defense shown in the third illustration (with typical Soviet and British responses also shown) is probably the best the Turks can put up in this difficult situation. Although almost all of Turkey is over-run on the first turn of the invasion, by sacrificing an armored unit at the Soviet-Turkish border, Ankara itself is protected from an exploitation attack—guaranteeing a defense of Istanbul itself in the following turn. The British exploitation, although dramatic, is of little consequence.

In the independent Turkish turn, the two crossing arrows must be fiercely defended. Be aware of the dangers of defending the Asian bank of the crossing arrows (see "Advanced Tactics"); it is often best to leave these vacant so that only two Allied armored units can attack Istanbul itself. Don't give away breakthrough hexes next to important objectives! Notice that since the British do not have their paratroops available yet, it will certainly be the Soviets—not the British—who try to force the Straits. If both Soviet paratroop units drop on either Istanbul or AA31 in Summer 1942, so untripling the defense, the basic odds for a battle across the arrows will be ten ground factors against eight.

Will the Allies get across and into Europe? In the final analysis, as is so often the case in *THIRD REICH*, it all depends on the availability and location of air units. To intercept the four factors of Turkish DAS and raise the odds to an acceptable 1-1 (i.e., one in which a full exchange benefits the attacker) requires just one Soviet airwing. To raise the odds to 2-1 requires two airwings. But don't forget that another air unit is almost certainly going to be needed to help take Ankara itself. Watch for the one "joker" in the pack, too. Rule 22.3 affects only the turn of invasion, so any Axis airwings in Bucharest or Sofia will be able to give DAS to Istanbul and hex AA31, even though actual intervention has not yet taken place.

This brief aside has looked at the prospects of the Allies using the "flip-flop" of Spring/Summer 1942 to turn the tables on the Axis players and strike deep into the heart of the Axis Minors. It is not a walk-over for either side, but neither is it an impossible task. A lot depends on the number of armored units the Soviets are willing to dispatch to the Turkish border in Winter 1941, the pre-positioning of at least two Soviet fleets in the Black Sea, and the willingness of the British player to at least threaten an invasion of the Turkish beaches. Even more so, it depends on the awareness or otherwise of the Axis players to the dangers facing them from a left hook in the opening months of 1942.

Figure 2 Typical Turkish response to a Soviet attack across a wide front against the usual defense described above, involving exploitation from CC39 and a single attack against Z38.



Figure 3 Turkish defense when threatened with a joint Soviet-British invasion. The typical Allied response is also shown.



quite difficult for the Soviet player to use his airborne units against two different targets in the same turn. Nevertheless, a Soviet player who is willing to be bold, and perhaps to risk the permanent elimination of one of the units, can take tremendous advantage from properly-planned low-odds attacks.

This point concerning low-odds parachute attacks was mentioned briefly earlier, and it is worth looking at it in greater detail. The problem with airborne attacks is in extricating the paratroops afterwards; it is almost always quite impossible to SR them from their drop hexes. This means that the best possible result in an airborne assault is not the D but the EX (provided, of course, the problems of Rule 31.4 are catered for. The table on Page 15 is rather intriguing: it considers an "A" result to be a failure, a "D" result to be neutral, and only an "EX" to be a success. The risk factor is derived by dividing the likelihood of failure by the likelihood of success, ignoring neutral results. The lower the number, the less the risk. But next to this is the removal percentage, which records the probability of the airborne unit being eliminated for any reason and therefore being available for use next turn. When choosing an attack, a player should try to push the removal percentage as high as possible without the risk ratio being too high. What this table shows clearly is that if you are willing to risk the attack failing, a 1-2 attack can be relied upon to give you back your airborne unit ready for next turn. In comparison, a 2-1 attack, although involving minimal risk, has only a 40.63% chance of letting you use the airborne in your next move. Sometimes late in the game, when the Soviet Union can freely afford consecutive offensives, it is clearly better to go for eight 1-2 attacks in a year than just four 2-1 assaults. It also has an important psychological effect on your opponent. Once you've demonstrated your willingness to use paratroops at 1-2 odds, you can enjoy watching him sweat every time he tries to para-proof his line!

In the final six turns of the game, the underlying weakness of the Soviet position continues to dominate the play, regardless of the generosity of the American player. This is the most unrealistic element of *THIRD REICH* I feel: the dependence of the Soviet Union on Western aid as portrayed in the game is erroneous, and her inability to translate massive BRP grants into real territorial gains is outrageous. The villain of the piece is the weak Red airforce, crippled as ever by that -1 nationality DRM. But the Axis also has its weaknesses, lack of units and lack of SR. The time taken for the minor allied forces to march to the front line afoot can be as much as a full year, so a shrewd Russian player will pick on these hapless allies at every opportunity. Bucharest should be the Soviet player's primary goal, since without the eight Rumanian ground units the Axis will have great difficulty stopping your exploitation and para-proofing his second line. Here control of Sevastopol and the presence of three fleets in the Black Sea will be tremendously valuable. Ten Soviet airfactors can cover the Rumanian beach from Sevastopol and airborne units can threaten the beach, Costanta and Bucharest without fear of Axis ZOCs. The ability to project 23 factors into Rumania from the sea will worry the Axis for a 1-1 attack against the beach is an attractive risk.

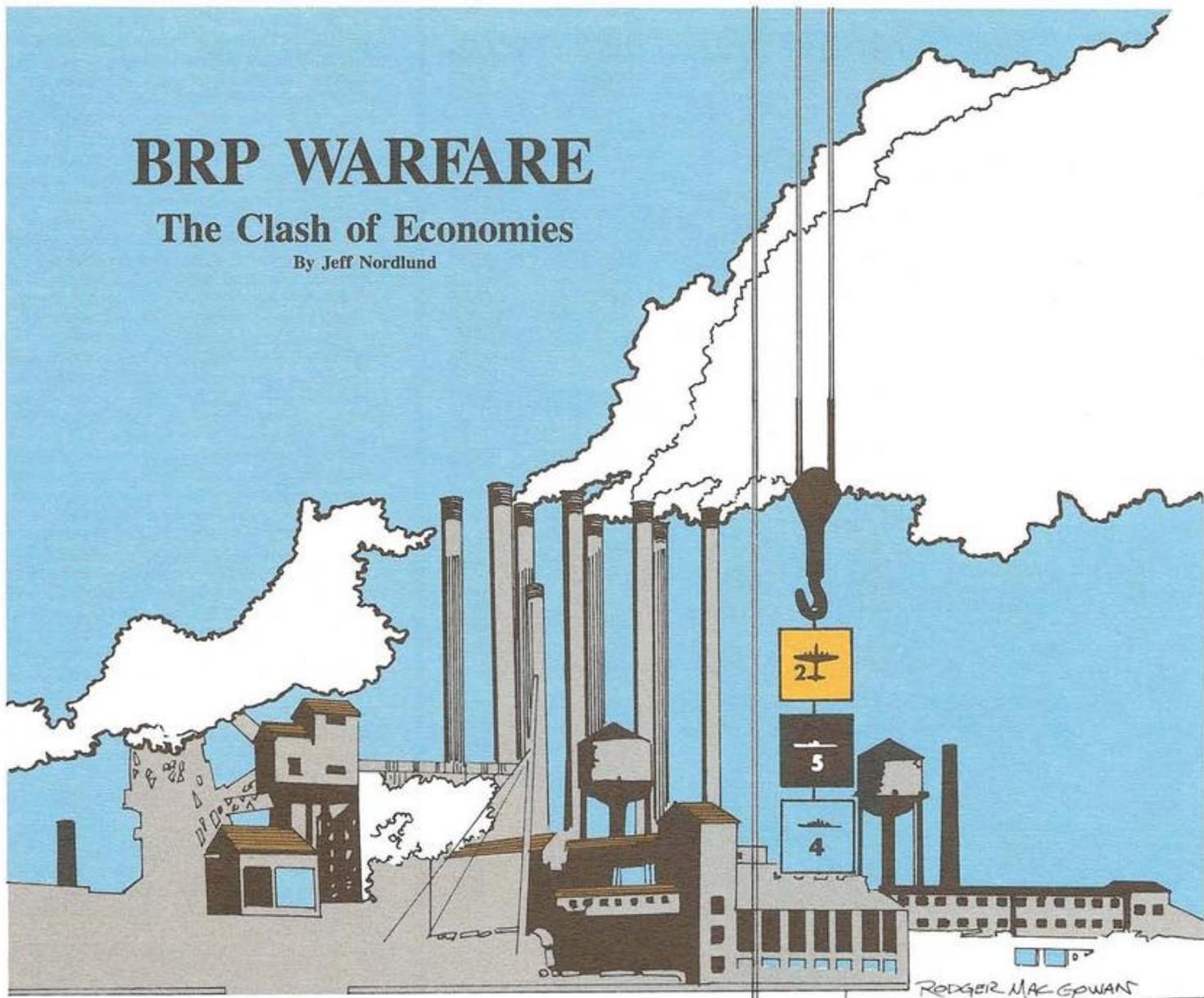
After Bucharest, get out of the Mediterranean as fast as possible and onto the Western Front via Budapest. But do remember to leave some units on the Bulgarian/Turkish border if Rule 33.713 has not been achieved by 1945. Historically, Turkey declared war on the Axis on 23 February 1945. In this game, why not reward such sloth by declaring war and picking up Istanbul before the British do? After all, what did the British ever do for you?



BRP WARFARE

The Clash of Economies

By Jeff Nordlund



The following article first appeared in the pages of *The GENERAL* (Vol. 14, No. 4) quite a few years ago on the new game, *THIRD REICH*. The advice of Mr. Nordlund is still as sound as ever, and a novel way to look at the best strategic game ever made. The editors felt that it was vital that it be incorporated in this guide, so after a brief brush-up to take account of the new rules, we are very happy to present it—again.

There comes a time for nearly every player of *THIRD REICH* when he sees a once-in-a-game opportunity. Maybe it's something as simple as a hole in the enemy's line that could be exploited. Or maybe it's something more complex, as the chance to wear down the opponent irreparably with massive attrition. But inviting as the opportunity may be, the player can't make it work—not for a lack of tactical ability, but for a lack of Basic Resource Points (BRPs).

It's a frustrating moment. The poor player can only dream of things that might have been—Germans goose-stepping along Downing Street or Allies awakening Hitler from his sleep in the Chancellery—and turn his mind to endeavors within his means. Then too, there is that moment when a player sees that everything has seemed to work perfectly. His strategic plans mesh with his BRP totals.

The player seems to possess a keener insight into *THIRD REICH* than the player who is BRP bankrupt.

These are the opposite ends of the player spectrum, and it's likely you've been at both ends at different times. The sorrowful thing is that you probably don't know how you got there, or how to do it—or not to do it—again. That's what this article is all about.

It seems time, several years after *THIRD REICH*'s latest incarnation, to examine the one element that makes it unique from all other strategic warfare games—the BRP. Other articles in this issue have dealt with other subtleties, but little has been said about the BRP. It's a main ingredient in every win and an equally important reason for every loss. *THIRD REICH* isn't won through tactical brilliance, though that is important, as much as it's won by sound strategic concepts. And at the heart of any *THIRD REICH* strategy is a consideration of the BRP.

For those unfamiliar with the perplexing, vexing, overwhelming and always stimulating game of *THIRD REICH*, a quick explanation of BRPs is in order. A BRP is a unit of measurement which, when totalled, roughly determines that country's ability to wage war. More simply, and in terms of the game itself, a BRP is a unit of payment which all the powers must use for nearly everything they do. If they

want to declare war, that takes BRPs. If they want new units, to refit damaged ones, to dabble in diplomacy—nearly everything is paid for with BRPs. And each country has a limited supply of them.

There is no better indication of the direction of any game than a quick look at each country's BRP track. The side with more BRPs is certainly on the offensive—or it should be—and the side with fewer BRPs is usually waging a defensive battle. As one might expect, the Axis has the edge in BRPs early in the game, and it gradually decreases until parity with the Allies is reached by 1942. By the end of the game, the pendulum has swung completely in favor of the Allies, who possess an enormous BRP advantage.

As can be seen, this is roughly the way the initiative went in the war itself. Clearly, the BRP gives impetus to the tides of war. To imagine a side with fewer BRPs winning the game is difficult and can only happen when the losing player has allowed the enemy to defeat him by not engaging all the units and resources that he had at his disposal.

Chart #1, based on several campaign games I have played, indicates the average Year/Start BRP allocations for each of the major powers. It's included not to support the statement that war initiative follows the BRP difference between each side, but because BRP strength from year to year is the major

consideration for that year's strategy of a particular country. The total will reflect the ability the country has to mobilize troops, pay for offensives and withstand the "BRP attrition" of combat.

The BRP strengths are estimates of course, and there is no promise that every game will yield totals close to the ones presented. But these are average, and when determining the best strategy for a game what else has a player to use but his knowledge of what usually happens? The figure in parenthesis, incidentally, refers to the usual BRP base figure of the power that year. The games on which this chart was based tended to follow the historical case fairly accurately.

Given these totals, a player should ask himself prior to the game how he can raise his side's total and/or reduce that of his opponents. It is, after all, not how many BRPs a side has that matters, but how many *more* or *less* than his opponent that does. This is an important distinction to remember.

For the player to understand how to increase his edge in BRPs, he must grasp the fundamentals of how BRPs are gained, how they are lost, and what to do with them during the play of the game. From there strategies can be developed.

It is important to emphasize here that the BRP shouldn't be the main consideration for a player of *THIRD REICH*. Winning the game must be the ultimate goal. The game isn't won because a side has achieved some sort of BRP edge over the other side. It is won by conquering capitals and objectives. But the more a player grows experienced in play of the game, the more he realizes very little can be accomplished without a solid BRP policy from start to finish.

GAINING BRPs

SAVING BRPs. Some players are bound to think one of the best ways to increase the number of BRPs they have is by saving as many as possible each year in order to raise the BRP base figure. In theory, this is quite sound, but in practice it is not as promising. It turns out that it is best to adopt a savings policy early, if at all, and even then the effects will be minimal.

This does not mean, conversely, that one must go out and needlessly spend BRPs so that there is nothing on which to achieve *some* base growth from year to year. But when faced with a choice of spending BRPs for something worthwhile or saving, the rule of thumb is to spend them. There are several reasons for this, but the return on any investment of BRPs is relatively slow in coming, and the game is short in the number of years played. Those BRPs would probably be better spent in building new units or conducting offensives which may achieve important strategic goals.

Raising the BRP base of a country one year results in a net savings to the country equal to the raise times the number of years remaining in the game, minus the initial investment. For instance, if Germany manages to save ten BRPs in 1940, her base is raised from 150 to 155 BRPs in 1941, because of her 50 per cent growth rate. Though this means Germany has five *more* BRPs to spend in 1941 than she would have had she spent everything in 1940, she also spent ten *less* than she could have had she used all her BRPs in 1940. This is a net loss of five BRPs.

Following the example further, say Germany saves nothing in 1941. Her base is 155 again in 1942. This is still five more BRPs than it would have been had she not saved anything at the end of 1940. But the initial investment must be paid before any profit shows. So, two years after that savings of ten BRPs, Germany has only just broken even. It won't be until the *third* year following the savings that any profit will show.

The effectiveness of saving depends on each country's growth rate. Chart #2 details what happens to the powers' BRP totals when they follow certain

CHART #1
AVERAGE BRP STRENGTH IN TYPICAL GAME

Year	Germany	Italy	Britain	France	Russia	United States
1940	193(150)	95(75)	139(125)	103(85)	116(90)	—
1941	276(150)	95(75)	145(135)	—	125(100)	—
1942	345(160)	100(75)	140(120)	—	100(100)	270(270)
1943	345(160)	100(75)	160(130)	—	110(110)	300(300)
1944	370(170)	—	200(150)	—	135(110)	360(350)
1945	250(190)	—	250(170)	—	150(115)	440(390)

Note: Figure in parenthesis is the BRP base.

CHART #2
POSSIBLE SAVINGS PLANS FOR THE MAJOR POWERS
(in each year, assume ten BRPs saved)

GERMANY (50% Growth)	No Saves	Saves in 40	Saves 40-41	Saves 40-42	Saves 40-43	Saves 40-44
1939	150 (150)	150 (150)	150 (150)	150 (150)	150 (150)	150 (150)
1940	300 (150)	290 (150)	290 (150)	290 (150)	290 (150)	290 (150)
1941	450 (150)	445 (155)	435 (155)	435 (155)	435 (155)	435 (155)
1942	600 (150)	600 (155)	595 (160)	585 (160)	585 (160)	585 (160)
1943	750 (150)	755 (155)	755 (160)	750 (165)	740 (165)	740 (165)
1944	900 (150)	910 (155)	915 (160)	930 (165)	910 (170)	900 (170)
1945	1050 (150)	1065 (155)	1075 (160)	1080 (165)	1080 (170)	1075 (175)
GREAT BRITAIN (40% Growth)	No Saves	Saves in 40	Saves 40-41	Saves 40-42	Saves 40-43	Saves 40-44
1939	125 (125)	125 (125)	125 (125)	125 (125)	125 (125)	125 (125)
1940	250 (125)	240 (125)	240 (125)	240 (125)	240 (125)	240 (125)
1941	375 (125)	369 (129)	359 (129)	359 (129)	359 (129)	359 (129)
1942	500 (125)	498 (129)	492 (133)	482 (133)	482 (133)	482 (133)
1943	625 (125)	627 (129)	625 (133)	619 (137)	609 (137)	609 (137)
1944	750 (125)	756 (129)	758 (133)	756 (137)	750 (141)	740 (145)
1945	875 (125)	885 (129)	891 (133)	893 (137)	891 (141)	885 (145)
ITALY (20% Growth)	No Saves	Saves in 40	Saves 40-41			
1939	75 (75)	75 (75)	75 (75)			
1940	150 (75)	140 (75)	140 (75)			
1941	225 (75)	218 (78)	208 (78)			
1942	300 (75)	296 (78)	289 (81)			
1943	375 (75)	374 (78)	370 (81)			
1944	450 (75)	452 (78)	451 (81)			
UNITED STATES (60% Growth)	No Saves	Saves in 42	Saves 42-43	Saves 42-44		
1942	270 (270)	260 (270)	260 (270)	260 (270)		
1943	540 (270)	536 (276)	536 (276)	536 (276)		
1944	810 (270)	812 (276)	808 (282)	789 (282)		
1945	1077 (270)	1080 (276)	1088 (282)	1090 (288)		

Note: The first figure in each yearly entry is the TOTAL base figure of BRPs spent up to and including that year. The figure following in parenthesis is the BRP base figure for that particular year. These charts do not take into consideration BRP growth through any means other than projected savings of ten BRPs per year. It is assumed that in 1939, each country spent its entire allotment since there is no permanent growth.

savings plans. Though in the case of each country there is a plan that yields the highest return of BRPs by the war's end, it isn't always the best one to follow. There are other considerations. For instance, one power may prefer to get its maximum BRP return earlier in the game, so it must opt for a short term, if any, savings plan.

Then to take note of, too, is the consideration that no player can determine at the start of the year (let alone the start of the game) how many BRPs he plans to save each year. Events during the game largely determine that for him. So to say he will save ten, 20 or however many BRPs each year is impossible. But at the start of the game, using this chart and his own experience of how certain strategies affect BRP totals, a player should be able to adopt a realistic "posture" towards savings.

Study Chart #2 carefully. Notice that a savings program that continues throughout the game isn't as effective as one that starts early and then ends somewhere in the middle of the game. As can be seen, saving isn't a very effective method in gaining BRPs. It's marginally effective at best. And its employment must always be weighed against the option of spending those BRPs on something worthwhile the year in which they are first received.

CONQUEST OF MINOR NEUTRALS. Assume a minor neutral country could be conquered in one turn with a relatively insignificant number of losses to the attacker. Assume again that the minor country is worth ten BRPs. The cost of an offensive is 15 BRPs, and the cost of a minor declaration of war is ten BRPs. This expenditure of 25 BRPs, plus losses, becomes one side of the balance in determining whether it's smart to invade a minor neutral for a profit in BRPs. The other side of the balance is the BRP-worth of the country, ten in this example, times the number of years the capital can be held.

If the invasion is successful, and for the sake of simplicity the attacker's losses are zero, he has spent 25 BRPs to gain an additional ten BRPs each year that he controls the country. So, the first year following conquest the attacker is actually 15 BRPs "in the hole." The following year he is still five BRPs down. It's only in the third year the invasion will show a profit.

This example paints a bleaker picture of minor neutral conquest than is actually the case, however. Especially for the Axis powers who have the early initiative in the game and therefore the first crack at all the minor countries, this is the best method of gaining BRPs. Consider Germany, for instance, which for the cost of one Western Front offensive (15 BRPs) and five declarations of war (50 BRPs) can conquer Norway, Denmark, Netherlands, Bel-

gium and Luxemburg in just one turn as early as Winter 1939. That is an investment of 65 BRPs plus losses for a return of 50 BRPs every turn the capitals are held. Clearly, the German player can expect to hold the countries at least two years and show a profit.

The evaluation method outlined here assumes there isn't any intervention by another major power. There can be none, incidentally, if the conquest takes only one turn. But when there is intervention, the BRP-worth of the venture is seldom profitable. Many of these conquests are made with other strategic considerations in mind. Obviously, the BRPs to be gained by any conquest may not always be sufficient reason to declare war on a minor neutral. The amount of time, the number of troops and whether the invasion actually contributes to the goal of winning the game need to be considered too.

To continue the example of Germany attacking the five minor neutrals in Western Europe early in the game, the attacks demand a considerable share of her forces. It's likely that all Germany will be able to do that turn is invade the minors. But the BRP-worth, which has already been shown to be profitable, and the location of several of the countries make the attack necessary. From Belgium and Luxemburg, the invasion of France can be launched, and from Norway the Murmansk Convoys can be contested. These strategic points, in addition to the BRP profit, tip the scale to one side quite heavily.

Other minor countries have BRP values even more inviting than the West European ones, but for various reasons aren't as good risks. Don't begin to think that the only consideration should be BRPs. "Time and money" the saying goes—and often wasting time is as bad as wasting BRPs. No country should be an invasion target, no matter what its BRP-worth, if its conquest won't contribute to the overall goal of winning.

Chart #3 details the worth of many minor countries, the number of turns in which they can usually be conquered, the total BRPs spent by the attacker and the number of BRPs he can derive from possession of the minor as the game progresses. Some minors are better risks than others. Two of the countries, Spain and Turkey, are the worst risks of all. Though conquest may be accomplished fairly quickly, hanging on to them is something entirely different.

LOANING BRPs. Loaning and receiving BRPs, as one might expect, do little to increase that side's BRP total in relation to the enemy's tally. So, though British and American help to Russia is essential in the game for instance, the transfers of BRPs do nothing to increase the advantage or deficit the Allies have with the Axis at the moment. Loaning BRPs

is actually no more than a device to make certain that all countries on a given side are at relatively equal fighting abilities, so that each can maintain pressure on the enemy.

The only way in which loans can actually be used to increase a side's total is by the transfer of BRPs from countries of lower growth rates to those of higher ones. But the rules prevent a back-and-forth lending arrangement between nations (probably because of this very strategy turning into a loophole and causing unrealistic results). Russia cannot lend BRPs to anyone. Still, Italy can lend to Germany, and Britain can lend to the United States.

The catch here is that once the direction of BRP loans between two countries has been forged, it cannot be reversed. If Italy goes BRP bankrupt late in the game and she has already lent to Germany, there is nothing short of sending troops that Germany can do to help her ally. But the practice does have a historical precedent, since the Germans did demand and receive Italian goods early in the war, and later Germany did wind up defending Italian soil.

To further the example of Italian BRPs lent to Germany, let's see how effective this practice can be for the Axis. Assume Italy has ten BRPs remaining after builds in the Winter 1940 turn. If she keeps those BRPs and factors them into her 1941 year/start BRP base growth, it gives her an increase of two BRPs. If Italy lends the BRPs to Germany, the Germans' BRP base can grow by five. That's an increase of three BRPs for every ten lent. That savings can then be multiplied by the number of years left in the game. Therefore, such a loan in the Winter 1940 turn results in a net profit of 15 BRPs by 1945. That's enough for an extra offensive or several rebuilt units.

Loaning BRPs, like saving them, isn't a very effective means of raising a side's BRP total. But it could result in a small profit and, when added with saving and the conquest of minor neutrals, gives a player several alternatives that all contribute to help the BRP situation.

SPENDING BRPs

FORCE POOL UNIT CONSTRUCTION. A country can lose BRPs by building new troops and rebuilding damaged ones from the force pool. At the beginning of the game, every country has units still to be built (mobilized). The cost of this mobilization ranges from cheap (as in the case of France) to quite expensive (as in the case of Germany). Some countries can mobilize in one or two turns and keep rebuilding lost units immediately; others will have a difficult time doing so.

A look at Chart #4 will show the relative problems each country faces in trying to build the new troops

CHART #3
MINOR COUNTRY CONQUEST

Minor Country	Turns to Conquer	Number of Offensives	Attacker's Avg. Losses	Total BRPs Spent	BRP-Worth of Minor	BRP Profit Per Year			
						1st	2nd	3rd	4th
Poland	1	1*	10	10	20	+10	+30	+50	+70
Denmark	1	1	10	75	10	-25	+25	+75	+125
Netherlands					10				
Belgium					15				
Luxembourg					5				
Norway					10				
Yugoslavia	1-2	1	10	35	20	-15	+5	+25	+45
Greece	1-2	1	15	40	10	-30	-20	-10	0
Sweden	2	2	15	55	15	-40	-25	-10	+5
Spain	2	2	20	60	30	-30	0	+30	+60
Turkey	2	2	20	60	30	-30	0	+30	+60

Note: Total BRPs spent by attacker includes declarations of war—10 BRPs per country. *—Germany is, however, already at war with Poland at game's start and has a "free offensive in the East" for Fall 1939.

that are available at the beginning of the game and at various times afterward. As can be seen, France, for instance, can mobilize her small forces in the Fall of 1939 for a cost of 22 BRPs and be as ready as she will ever be for the German invasion. On the other hand, Germany, England and the United States have a very difficult time building new troops, because they must weigh that expenditure of those BRPs with an equally pressing one to spend BRPs on offensives and declarations of war. For those latter countries, the choice of which units to build becomes critical.

This is most true for those powers that are on the offensive when they enter the game. Their problem lies in finding that proper balance between builds, offensives and declarations of war. Since offensive momentum is usually achieved by the concentration of overwhelming power in a small area, the offensive-active power should pause at the start of the game and decide what it needs to build to achieve the battlefield results it desires.

If Germany, for instance, plans massive breakthroughs into France in her first turns of the game, she has little option but to build as many armor units and air force factors as possible. This is a very expensive proposition. But since the Germans often start the game with one or two turns of minor neutral conquests, they may not need that breakthrough potential immediately. Germany may still need concentrated power, though, in order to win battles and conquer the minor capitals. It may come as a surprise to some players that the cheapest way to concentrate attack power in *THIRD REICH* is not with armor-air force attacks. It is, instead, by attacking with infantry and air power.

A quick computation proves this. Assume Germany needs eight attack factors to either come totally from one hex or some from one hex and the balance added in by air power. The cost of eight armor factors (two 4-6 counters) is 16 BRPs. The cost of six infantry (two 3-3 counters) and two air force factors is only 12. That's a savings of four BRPs. This is an important consideration for Germany. She can use this to her advantage more easily than any other power, especially if she fears an Attrition counter-attack by the enemy next turn. Having advanced infantry, not armor, into the vacated defender's hex in her attack, she won't be as reluctant to "pick up" her units for attrition losses and deny the enemy the hex. So, infantry-air force attacks are doubly worthwhile in many instances.

Along this same line of battlefield economy, it is often a popular practice to attack repeatedly at odds of 1-1 and 2-1 along a front, thinking the attacks are draining BRPs from the defender faster than they are from the attacker. The truth is that this simply isn't usually the case.

Though the odds of occupying the defender's hex (an important consideration) are almost always better than 50-50 for the attacker even in 1-1 battles, the average BRPs lost is generally heavier for the attacker than the defender in low-odds attacks. Chart #5 details the way in which the average BRP losses of a particular battle can be computed. The equations draw heavily from the excellent article by Robert Beyma in *The GENERAL* ("The Rest of the Calculation" in Vol. 13, No. 4). Also given are several examples of the average losses to attacker and defender in common battles.

Suffice it to say, the low odds attack is generally not a profitable venture for improving a BRP situation. But as any player of *THIRD REICH* knows, this isn't the only consideration in planning to attack. It may go quite a way in making the "offensive attrition" tactic less inviting, though.

DECLARATIONS OF WAR AND OFFENSIVE OPTIONS. There isn't much a player can do to cut down spending BRPs in this aspect of the game. Declarations of war should be a consideration, of course, when determining whether a minor coun-

CHART #4
MOBILIZATION COSTS

	Rpl.	Inf.	Arm.	AB	AF	Nav.	Total Factors	Total BRPs
GERMANY								
At Start	0	24	16	0	20	18	78	0
Builds	8	60	32	3	10	18	133	227
'43 Builds	0	0	10	0	0	0	10	20
'44 Builds	0	15	4	0	0	0	19	23
Totals	8	99	62	3	30	36	240	270
ITALY								
At Start	0	12	2	0	10	36	60	0
Builds	6	8	2	0	0	9	25	45
'42 Builds	0	0	0	2	0	9	11	33
Totals	6	20	4	2	10	54	96	78
FRANCE								
At Start	2	24	3	0	10	27	66	0
Builds	2	8	6	0	0	0	16	22
Totals	4	32	9	0	10	27	82	22
SOVIET UNION								
At Start	0	22	9	0	10	27	68	0
Builds	0	28	9	0	5	0	42	61
'42 Builds	0	45	16	4	0	0	65	89
Totals	0	95	34	4	15	27	175	150
GREAT BRITAIN								
At Start	0	12	6	0	14	54	86	0
Builds	6	9	8	0	5	27	55	127
'42 Builds	0	3	4	3	0	9	19	47
Totals	6	24	18	3	10	90	160	174
UNITED STATES								
At Start	0	30	5	0	10	36	81	0
Builds	7	15	20	3	15	27	187	197
Totals	7	45	25	3	25	63	268	197

try is worthwhile to invade for BRPs. Offensives, however, can be saved from time to time if a player realizes the advantages an attrition option can have over an offensive.

The Attrition option is a valuable tool for a country fighting a defensive battle. Here is why. Assume the enemy is on the attack along a broad front. He possesses more troops and—most important—air superiority. There really isn't much the defender can do in the way of an offensive option in this case. But things an attrition option can accomplish are significant.

First, an attrition completely ignores the other side's strength on the entire front. Its success depends only on the strength of the "attritioner". So, instead of worrying about whether or not the enemy is going to commit that powerful air force as DAS in a given battle, the only consideration necessary is how to get the most attacking factors counted into the attrition while leaving sufficient numbers behind to prevent a massive and crippling counterattack.

In the case of a defender trying to cut off enemy exploiting armor, an attrition can be devastating. There are even times attrition works better here than going over to the offensive. Consider what surrounding several enemy armor units and then rolling an Attrition result of at least that many hexes can do. It's possible to destroy enemy armor, an expensive commodity, despite a battlefield inferiority—and at a cost of zero BRPs spent!

The attrition is a viable alternative for a defender, but it produces little offensive movement, and therefore it isn't useful in those situations when a player needs to advance over large portions of enemy territory. In those cases, an offensive option is the only choice. And any offensive should be just that. Nothing should be spared, and every unit possible should be used. It's a waste of BRPs to spend for two offensives when one could have accomplished the same thing on one turn or one front.

Finally, it's critical for the player who was on

the offensive at one point earlier in the game to realize when it's no longer possible to carry the war to his enemy. When victory isn't possible any longer but a draw is, then it's best to turn attentions that way. There is nothing more fruitless than conducting an offensive against a defender with more BRPs.

STRATEGIC WARFARE BUILDS. It's curious how tricky strategic warfare results can be to understand. On the surface, the system appears to be rather simple. But looking closer, it really isn't. Despite the realistic changes by AH in the resolution of strategic warfare, the system still favors the German player to a large degree.

Examining what each BRP spent for strategic warfare builds can do shows why. For every two BRPs the Germans spend on U-Boats, the Allies must either spend three BRPs to neutralize the U-Boat with an ASW factor, or they will lose three BRPs during the Strategic Warfare resolution phase. For every three BRPs the Allies spend on a SAC factor, the Germans must either spend two BRPs to neutralize it with an interceptor, or they will lose two BRPs during the strategic warfare resolution phase.

This appears to give the Germans a 3:2 advantage, since for every two BRPs they spend the Allies must spend three. This isn't entirely correct, though it's close. Assume, for instance, the Allies have more ASW factors than the Germans have U-Boats, or the Germans have more interceptors than the Allies have ASC factors. Those excess factors are worthless, since they have no effect on the enemy's total.

And, for every U-Boat or SAC factor remaining after the exchange during the resolution phase, the side with the remaining factors can keep them for use in the next year's total. That means the same factor can harm the enemy two, three, four times. This "multiplier effect" makes it imperative that each side try and prevent any of the enemy's offen-

sive factors from surviving in the strategic warfare box longer than one year after the one in which they were created.

This means the Allies, seeing that the Germans have five U-Boat factors left after the resolution phase one year, should build at least five ASW factors during the next strategic warfare construction phase. This prevents those same five U-Boat factors from doing additional harm. This maintains the Germans' 3:2 advantage in BRP expenditures, but it will only get worse if they allow German factors to be used twice. The same works in reverse when the Allies have a surplus of SAC factors, of course.

Chart #6 shows how many strategic warfare factors the Axis and Allies can expect to build in an average game. It also shows that, since the Axis has the edge in BRPs at the start of the game, it will be able to produce more factors and get the most benefit from the "multiplier effect."

INTELLIGENCE AND FOREIGN AID. For those nations flushed with victory and a surplus of BRPs, the latest edition of *THIRD REICH* throws in a few more opportunities to squander them.

With the variant counters in play, the Intelligence Table allows one nation in an alliance to attempt to discover enemy "state secrets" or even, if very lucky, to neutralize them. Make no mistake, this use of BRPs is a luxury—one that only the richer nations can afford. In essence, this means that German player in the Axis coalition and the American in the Allied usually launch the espionage blitz. However, an interesting ploy arises when it appears that France or Italy may soon fall. If they've unused BRPs left after the essentials (such as troops) have been dealt with, consider using them to sponsor the intelligence mission. And the use of intelligence against one's recalcitrant allies is always a viable option to bring them to heel.

Of more interest, and profit, is the use of surplus BRPs in diplomatic grants of "Foreign Aid" to selected minor countries yet uncommitted to the war. This is of prime consideration to the two great powers locked in conflict in the early years of the war—Britain and Germany. Unfortunately, Britain is at a severe disadvantage in this facet of the unseen war, since Germany is busily building a strong BRP base while Britain must struggle merely to survive. The Soviet Union's involvement is hardly worth mentioning, although the swaying of Hungary is something the untroubled Russian player with a fully mobilized Red Army may want to consider. (However, I think it of more use for Russia to sway these minor powers by force of arms.) Italian attempts may be discounted entirely except in the unlikely event of Italy remaining neutral past the fall of France.

Turning back to the primary players in the piece, obviously, for strategic considerations, some nations are of much more interest to Britain or Germany than others. When considering dispatching foreign aid, Germany should look to, in order of advantage gained for outlay: Turkey, Spain, Finland, Hungary, Rumania, Bulgaria, Vichy France, Ireland and Iraq. Britain, conversely, must secure Ireland as soon as possible, and may then begin to chip away at Germany's soon-to-be comrades in arms. Each delay in activation of one is of direct and concrete aid to the Soviet player. But again, as with intelligence operations, BRP grants to the minor neutrals is a luxury. Never, never risk the wastage if there is need of the BRPs elsewhere.

HOW TO USE A BRP ADVANTAGE

AIR ATTRITION. As stated earlier, a side with a BRP advantage should be on the offensive wherever it's possible and contributes to the overall objective of winning the game. Without a BRP advantage, though, offensives become limited much in the way Germany's attempt to break through the

Ardennes late in 1944 was an offensive with a slim, if any, chance for success.

Once a side has a BRP advantage, it must conduct offensives and attritions that are capable of translating that edge into some sort of strategic and tactical success. Obviously, this isn't very easy with an attrition option, though a side with a BRP advantage mustn't feel it has to be on the offensive everywhere every turn. But it's in the offensive that the BRP superiority is best exercised. In the Designers Notes John Prados quotes Don Greenwood as saying that air supremacy is the factor which generates offensive movement. It's no coincidence that air power is the most effective tool for translating BRP dominance into a battlefield advantage, too.

One of the most expensive factors to build, air power is indispensable in any offensive. Massed attacks of ground troops, supported by large numbers of air units, is the game's most important attack style.

To assert a BRP dominance quickly on the battlefield, it's necessary to begin counterairing the enemy's air force immediately. The factors should be destroyed in equal exchanges. Of course, this is an expensive proposition but the attacker should have the greater capability to recoup his losses in new builds. Hopefully, this tactic will eventually force the defender to keep his air power either un-

built or so far behind the front line that he can only use it during his turn as offensive air support before SR'ing it back to safety at the end of the turn. The tactic of aggressive counterairing may eventually force a defender into BRP bankruptcy, the most vulnerable of positions in which a country can be.

Without DAS, the defender is forced to take a real pounding during the attacker's offensives. But the attacker should carefully reserve enough air power to guard against the defender staging his air force forward again during his turn and inflicting heavy damage in a counterattack. Given the large cost of rebuilding air factors and the complete lack of any luck in the counterairing process, this becomes the best way to convert a BRP dominance into a battlefield advantage.

BOLD AND MULTIPLE ATTACKS. Possessing a BRP advantage isn't always a guarantee of battlefield success. In addition to the air attrition already mentioned, the attacker should be willing to attempt bold attacks in many places. Though not all may work, he should be willing to accept an equal, or even slightly disadvantageous, exchange of BRPs in combat.

The attacker shouldn't stand pat with his BRP situation as it is, either. He should look to continue to expand his base by grabbing new capitals or objective hexes. He should look to carry the war to

CHART #5

COMBAT PROBABILITY TABLE

Odds	Exchange a	CA Exchange b	A-Elim c	D-Elim d
1-1/1-1 CA	.3333	.1667	.2500	.2500
1-1/1-2 CA	.3333	.1296	.1667	.3703
1-1/1-3 CA	.3333	.1111	.1667	.3889
1-1/1-4 CA	.3333	.0556	.1667	.4444
2-1	.1875	.1875	.03125	.59375
3-1	.1714	.1143	0	.7143
4-1	.1667	.0555	0	.7778
5-1	.1667	0	0	.8333

A—Losses on Full Exchange

B—Losses on CA Exchange

C—Losses on A-Elim

D—Losses on D-Elim

Attacker's Average Loss Equation: $LA = (A \times a) + (B \times b) + (C \times c)$

Defender's Average Loss Equation: $LD = (A \times a) + (B \times b) + (D \times d)$

The values for variables a, b, c and d should correspond to losses in BRPs taken by either the defender or the attacker, depending on which side the player is interested in.

COMMON BATTLE EXAMPLES

Odds	Defender Strength	Attacker Strength	Average Losses in BRPs Defender	Attacker
1-1 (6-6)	3 Inf (doubled)	6 Inf	2.4996	3.3888
1-1 (9-6)	3 Inf (doubled)	6 Inf 3 AF	2.4996	6.8338
2-1 (12-6)	3 Inf (doubled)	6 Inf 12 Inf	2.90625	2.4375
2-1 (12-6)	3 Inf (doubled)	12 Inf	2.90625	2.0625
1-1 (8-8)	4 Arm (doubled)	8 Inf	6.6656	4.6475
1-1 (11-8)	4 Arm (doubled)	6 Inf 5 AF	6.6656	10.1673
2-1 (16-8)	4 Arm (doubled)	12 Inf 4 AF	7.75	3.5625
1-1 (12-12)	6 Inf (doubled)	12 Inf	4.9992	5.7776
1-1 (9-8)	4 Arm (doubled)	9 Arm	6.6656	10.3338
1-1 (8-8)	4 Arm (doubled)	6 Inf 2 AF	6.6656	6.7776

the BRP-weaker enemy. He should build his entire force pool and maintain his on-board power. The BRP edge should be asserted in every possible way so that its effect can be felt soonest.

If a player has been following a sensible BRP policy throughout the game, he may have saved himself enough BRPs to conduct that extra offensive or build those extra units which may be the difference between victory, a draw, or defeat.

BRP STRATEGIES FOR INDIVIDUAL COUNTRIES

GERMANY. As one might guess, Germany's role is the most difficult and complex of all the major powers. This includes her consideration of BRPs. Assuming the Germans want to knock at least two of the Allies, they should realize they will have to do nearly all the work themselves. Germany can expect some Mediterranean area help from the Italians. And the Axis Minors provide some backup forces, but that's all.

Obviously, Germany's base of 150 BRPs simply isn't enough to subdue two other major powers. So she, more than any other country, needs to broaden her BRP base through the conquest of minor countries. Poland and all the minor countries of Western Europe should fall as soon as possible (usually in the first two turns of the game). Mobilization, keeping in mind the economy of building infantry and airwings instead of armor, should also begin immediately. Usually, if the Germans are following the historical case closely, they can wait until 1940 to attack France. They may not need that overwhelming armor superiority as early as 1939.

Because of the large cost of conducting offensives and mobilizing her troops at the same time, Germany should restrict her involvements early in the game to one front each turn. For instance, since Poland is already at war and an offensive in the East is "paid for" in the Fall of 1939, Germany should use it and go after the Poles alone. Unless the golden opportunity of a quick strike into France presents itself, it's best to proceed slowly and economically at the start. The Germans will be rewarded by getting mobilized that much more quickly.

There's no permanent growth in the 1940 Year/Start sequence, so saving BRPs in 1939 is useless. Whatever isn't spent on front options and declarations of war should be used for mobilizing troops.

In terms of savings, Germany may have an opportunity to keep ten or 20 BRPs at the end of 1940, depending usually on how things went in France, and a similar amount at the end of 1941, depending on how things went in Russia. If she has, these savings result in a modest profit of BRPs later in the game. If Germany is to save at all, the years of 1940-42 are the only ones in which she should consider doing so. She should also try to convince Italy that loans to her are more advantageous to the Axis than Italy's insistence on keeping the BRPs to herself. After all, without German aid later in the game, Italy will fall that much more quickly, so a bargain should be struck.

Maximum strategic warfare builds should be made every year of the game. The Germans should build all U-Boat factors in 1940, and all U-Boat factors the rest of the game, save only enough interceptors to counteract those SAC units built the previous year by the Allies. For instance, say in 1941 the Allies build two SAC factors, in addition to the ASW factors. Germany has no interceptor factors, so she takes a loss of four BRPs. The Germans should then continue to build sub factors in the 1942 builds, constructing only two interceptors in order to prevent those built by the Allies in 1941 from, in effect, being used twice.

The Allies won't be able to erase Germany's edge in U-Boat factors each year early in the game. When they finally do, the subs' toll will have been sizable anyway. The Germans should never under-

CHART #6

AVERAGE STRATEGIC WARFARE BUILDS AND LOSSES

Year	BRPs Spent	Axis U-Boat	Intercept	BRPs Spent	Allies ASW	SAC	Outcome in BRPs
1940	18	9	0	12	4	0	-15 Allies
1941	24	12	0	12	4	0	-39 Allies
1942	34	17	0	30	10	0	-60 Allies
1943	34	17	0	45	15	0	-14 Allies
1944	36	18	0	54	11	7	-14 Axis

Total spent and lost in BRPs for strategic warfare: Axis 160, Allies 261.

estimate the importance of strategic warfare, especially on the British player in the years of 1941 and 1942. Even if Germany hasn't any intention of trying to conquer England, the "freezing" of British BRPs in strategic warfare keeps those same BRPs from being sent to Russia.

ITALY. Italy starts the game with a weak BRP base and a meager force pool. Her possibilities are limited, and they should be carried out only with Germany's consent. Italy can pick up some needed BRP growth in Yugoslavia, if the Germans don't want it for themselves. The Italians can deal for the country, however. They can use the possible loan of their ten air force factors to Germany for the French or Russian fronts at a later time as a condition.

The Italians should strive for immediate mobilization, especially in naval power, so when France falls they may find themselves on a par with the British in the Mediterranean. The possibility of Axis operations in the southern front suddenly becomes more inviting given naval equality. Saving is useless for the Italians, and left over BRPs are best sent to Germany every winter turn.

GREAT BRITAIN. Great Britain has a strong BRP base at the game's beginning, but a small land army. That causes great problems for most players, because though the BRPs are often available to carry out several aggressive strategies early in the game, the forces are not. Basically, the British can concentrate on any, but usually not all, of the following areas: England (of course), Norway, France, or North Africa. To try and get Norway, for instance, and hold the other three areas is a very expensive and taxing situation. A "spreading" of English forces like this is dangerous. It drains priceless BRPs needed for the dark year of 1941.

Strategic options on the board must be weighted against mobilization and strategic warfare possibilities. Saving is virtually impossible, given all on-the-board demands England faces early in the game, and even mobilization is a slow process. Above all, though, the British should not let themselves become so dispersed they become an invasion target. BRPs must be kept at hand for the possibility of an invasion. All offensives early in the game should be severely scrutinized, and nearly half of England's forces should remain in the country or be immediately deployable there.

With regard to strategic warfare, the British are obliged, because the Germans will usually follow an aggressive plan, to build at the maximum strength. The British want to stop the German U-Boat threat as best they can from profiting from the "multiplier effect." England won't be able to build ASW factors as fast as the Germans can build subs, but she must try and eliminate as many as possible. Despite these efforts, the British should keep several dozen BRPs ready at the end of the early years in order to absorb strategic warfare losses and preserve their base figure.

Obviously, the British, once they see they won't be the second target of German aggression against a major power (France is usually the first) must sus-

pend most of their activities and help Russia to the fullest. Russia can only remain in the game by receiving BRP loans if the Germans manage to attack by early 1941. The loans must be made immediately, even though it appears they may not be needed that year.

Later in the game, upon the entrance of the United States, England can swing over to the offensive and should do so as soon as possible. This is because, now that the BRP edge is on the Allies' side, they must at once begin to assert it in looking for victory. Though attacking Germany directly as early as 1943 or 1944 is difficult, it's possible to execute some operations in the southern European theater in order to put pressure on Italy or retake some of the Balkan countries.

Also, a judicious, though admittedly very difficult, allotting of British and American troops can often save BRPs. For instance, if the two players can agree to allow the British to work on the southern front and the Americans to fight on the western front, each country will have to pay for only one offensive per turn, instead of two. That's a savings of 30 BRPs per turn for the Allies.

The matter of loaning BRPs from England to the United States is left up to the players to decide upon the entrance of the Americans into the war. If things have gone well for England up until then, loans can serve to make the Allies' BRP edge a little better.

THE UNITED STATES. The Americans' dilemma lies in having overwhelming BRP strength, excellent combat strength, but agonizingly slow deployment capabilities. When she enters the game, it is best that the United States builds only as many forces as are needed and *can* be shipped to England. The rest of the BRPs should either go to keeping Russia in the game or to savings.

Don't think that once the tide begins to turn in the game, the Americans are a bottomless well of BRPs. They can, and often do, run out of BRPs in 1942, 1943 and even 1944. The Americans should be bold in their use of BRPs of offensives, but not reckless. This is most true in terms of invasion attempts. As at Dieppe, no hastily planned and undermanned invasion will succeed. It's best to go slowly and build huge forces, certain to land and break through on the first turn.

Like England, the United States' chances for expanding her BRP base are mainly confined to saving or reconquering German-held territories. This can be important, though. Taking France or Italy, or even some of the Balkan countries, by the end of 1943 will make the Axis feel the BRP pinch a little earlier, while giving the Allies a freer hand.

For strategic warfare, the Americans must join the British in elimination of the U-Boat threat. Once that is accomplished, usually at the start of 1944, it's only marginally helpful to construct ASC factors to turn on the offensive. The Germans' 3:2 advantage in BRPs spent in strategic warfare will continue. But those bombers will add their effect in trimming the Axis economy to the bone.

Continued on Page 40, Column 3

DIPLOMACY IN THIRD REICH

Another Facet of the Strategic Game

By Larry Bucher and Steve Simmons
With Supplemental Material by Alan Emrich

Back in 1976, Steve Simmons submitted an article based on the original *THIRD REICH* game dealing with variant rules for playing the game with the variable entry of the minor countries heavily influenced by the combined diplomatic and military actions of the major powers—as opposed to the purely historical entry times and reaction to invasions. At the time, Don Greenwood thought the article quite innovative but lacking in organization and it was returned to the author for a rewrite. As luck would have it, he faded from the gaming scene only to resurface at *ORIGINS*, article in hand. He still lacked the time to issue another draft, but asked if a co-author could not be found to take on the task. The obvious choice was Larry Bucher, who co-authored the 3rd Edition rules. He promptly proceeded to bring the article into agreement with the '81 rules edition. This version appeared in Vol. 19, No. 6 of *THE GENERAL*. Stimulated by that piece, Alan Emrich then devised additional material which Mr. Bucher integrated into the final version herein.

It has long been a favorite game of historians to speculate on the effects of diplomatic maneuvers by the major combatants in any war. This is certainly nowhere more true than with regard to the actions by the Axis and Allied powers during the Second World War. Suppose Belgium had granted Germany free passage through its territory? What would have been the diplomatic repercussions if London or Moscow had fallen? What if Turkey had joined the Allies? These questions, and a hundred others, have tickled the fancies of many gamers and fostered endless discussions in scholarly circles. With the introduction of *Diplomacy Points* to our favorite strategic game, we are in a position to add even more fuel to the fires of intellectual gamesmanship.

When using this variant, disregard Rules 33.6 and 33.7 (the sections on Foreign Aid and Turkey). Change the tenth result on the Intelligence Table (33.5) to apply to Diplomacy Points. Rules 33.-33.4 (Variant Counters) are probably best disregarded also, since many of the effects therein are duplicated through the actions of this variant. Not all are duplicated however, and players may continue—if agreeable to all—to draw but treat certain selections as void: *Axis* #1 through #5 and #7; *Allied* #3, #5 and #6. If using the additional variants presented by Mr. Bucher in "Yet More Possibilities" (Vol. 18, No. 5), we would suggest ignoring: *Axis* #16, #19 and #20; *Allied* #11, #4 and #20. Note that play balance shifts toward the Allies if this is done, since the Axis player has a greater chance of drawing a voided variant counter.

Each major power receives a basic allotment of *Diplomacy Points* (henceforth, DPs) during each YSS. These are received and committed just after BRP calculation, but before SW construction. The basic allotments are: *U.S.* and *Britain* and *Germany*—3 each; *France* and *Italy* and *Russia*—2 each. The *U.S.* player receives no DPs until the 1942 YSS. These basic allotments may be increased or decreased by certain game developments, detailed in the accompanying box. These increases/decreases are applied only at a YSS, never during the play of a year.

A nation may also increase its available DPs by spending for "foreign aid" during the YSS. Unlike the 33.6 Foreign Aid Rule, this is a generalized expenditure, assigned to no particular minor countries and more akin to SW expenditure. Each five BRPs

spent in this manner produce one additional DP for the player. There are but two limitations:

1. No nation may spend more than 5% of its YSS BRPs on foreign aid.
2. No nation may acquire more DPs by foreign aid spending than its basic DP allotment as above (two or three as the case may be).

As with SW spending, if BRP totals are close enough that expenditures could have an effect on the order of play, players must write their spending decisions secretly and reveal them simultaneously.

The next step is commitment of DPs to countries that a power may wish to influence during the coming year. Eligible recipients are listed in detail later in this article. Each player records his decisions on paper in as much secrecy as he wishes—he may, but need not, consult with other players and/or reveal to them his choices. There is but one limitation: no player may commit more than half (rounded up) of his DPs to one country. Players may not "loan" nor give DPs to other players. The Russian player operates under two additional restrictions:

1. He may allocate DPs only to Bulgaria, Finland, Greece, Hungary, Japan, Persia, Rumania, Soviet Union, Spain (only if Communist), Sweden, Turkey, Ukraine and Yugoslavia.
2. He may not allocate DPs to any *Balkan* country unless *Russia* controls a supplied hex adjacent to any *one* of them. (Balkan countries are defined as—Rumania, Hungary, Bulgaria, Greece, Yugoslavia.)

DPs, wherever they may have been allocated, are wiped clean each year end. They never accumulate, neither in a recipient nor for a major power, so there is absolutely no point in leaving any uncommitted during a YSS. When a major power is conquered during a year, its committed DPs do remain valid for the remainder of the current year. If a nation has a negative amount of DPs at YSS there is no penalty, nor does it carry forward a deficit. It merely cannot allocate any DPs, placing it at a severe disadvantage in the diplomatic struggle. All steps thus far described occur during a YSS; these are also performed prior to the start of any scenario or the campaign game.

During the ensuing game year, a player may attempt to capitalize on the DPs he has farmed out. The mechanics of this follow.

At the start of each game turn (before "Activation of Minor Allies" on the Sequence of Play Chart), up to three attempts may be made to influence the various recipients of the DP grants. The German player has the first chance. If he should pass, the Italian player may take his place. Britain is second. If she should pass, the *U.S.* (if active) or France, in that order, inherit the chance to influence world events. *Russia* has the third chance, and faces an additional obstacle: the Russian player must roll one die and may exercise the option only on a result of "5" or "6" on the roll.

Any major power whose capital is controlled by the enemy *must* pass. Italy, the *U.S.* and France do not get the option except as a result of a pass by the major "diplomatic power" they are allied with. Russian action ends activity for the turn; no nation ever gets a second chance even though less than three attempts may have been made.

A player exercising his option names any country to which he, or an ally, committed DPs in the preceding YSS. All players reveal how many DPs they have committed to that particular minor country. A die roll is then made by the player exercising the option, modified according to DPs granted by all players, and then applied to that country. The specific results for each potential choice are detailed later in this article. The results *must* be enforced.

The basic die modification is determined by subtracting the total number of *Allied* DPs committed to the country in question from the total number of *Axis* DPs so committed. The result may be a positive or a negative number, or zero. The Allied total is defined as: (a) if *Russia* is at war, all Allied DPs; or (b) if *Russia* is not at war, all Russian DPs or all Allied DPs, whichever is greater. (Note: while all major powers may place DPs in Soviet Russia itself, those of the Western Allies and *Russia* are never combined, regardless of whether *Russia* is at war with the Axis or not; only the higher of the two will count against the Axis total, so careful dialogue should be instigated to avoid any duplication of effort towards early Soviet participation by the enemies of the Reich.) In many cases, additional die modifications are specified under the individual minor countries.

A given country may never be named for such a die roll more than once during any one game year.

When the four historical Minor German Allies activate, Germany receives their BRPs immediately, as is customary. Whenever either side acquires any other minor country as an ally, it does not receive BRPs thereafter until the next YSS. Certain countries, under certain circumstances, need not be named for a die roll, although DPs may be committed to them. Instead, the status of these countries are resolved only when other game developments warrant, as explained below.

Note: In all "Results" hereinafter, a die roll lower than the first number listed is treated the same as the first number.

Bulgaria/Hungary/Rumania (Inactive)

While *inactive*, these three are treated as a unit; DPs assigned to them are assigned to all three collectively. Resolve when Germany attempts to activate them. The German player may choose to do this at any time, even if he has committed no DPs to them.

Additional Modifications:

Double all Axis DPs before subtracting Allied DPs.

Subtract two DPs for every turn prior to Spring 1941 (Winter '40, -2; Fall '40, -4; Summer '40, -6; etc.).

Add one for every turn after Spring 1941 (Summer '41, +1; Fall '41, +2; etc.).

Add two if Allies (this includes a still-neutral *Russia*) have declared war on any of the three.

Results:

- 0 The three countries assume the same status as any other minor neutral for the remainder of the game. Germany may not again attempt

to activate them nor may either side again name them for a DP die roll. Any Axis garrison units must be SRed out or destroyed by the end of the current Axis player turn.

- 1 The three countries will activate in two game turns.
- 2 The three countries will activate in one game turn.
- 3+ The three countries activate immediately.

Note that if the Allies attack an inactive minor ally, German intervention would *not* cause the automatic activation normally dictated (by Rule 25.2).

Finland (Inactive)

Resolve when Germany attempts to activate, which the German player may choose to do at any time even if he has committed no DPs to Finland.

Additional Modifications:

Double all Axis DPs before subtracting Allied DPs.

Subtract one DP for every turn prior to Winter 1940 (Fall '40, -1; Summer '40, -2; etc.).

Add one for every turn after Spring 1941 (Summer '41, +1; Fall '41, +2; etc.).

Subtract three if Russia is *not* at war.

Add two if Allies (this includes a still-neutral Russia) have declared war on Finland.

Results:

- 0 Finland assumes the same status as any other minor neutral for the remainder of the game. Germany may not again attempt to activate them nor may either side again name them for a DP die roll. Any Axis garrison units must be SRed out or destroyed by the end of the current Axis player turn.
- 1 Finland will activate in two game turns.
- 2 Finland will activate in one game turn.
- 3+ Finland activates immediately.

France

Resolve upon the fall of France.

Results:

- 0 All French colonies become Free French, along with the forces in them. The French fleet turns Free French, is not halved, and moves immediately to the nearest friendly port on the same front. Vichy France is established normally; Corsica remains Vichy-controlled.
- 1-7 Vichy France is established normally (per Rule 49.) except for the die rolls for the individual colonies. The "colony" rolls are modified by the *same* modification just used for France and the results become: 3 or less, Free French; 4 or more, Vichy French.
- 8+ All colonies remain loyal to Vichy and the Vichy forces are not halved. No partisans may be built in France.

Italy

Resolve upon the conquest or surrender of Italy to the Allies.

Regardless of the die result, the Folgore Airborne, composed of politically-reliable Fascists, if currently in play on the mapboard remains there and becomes a German unit. It loses the ability to airdrop and cannot be rebuilt if lost, but it retains the ability to overstack and may be used anywhere on the board. All other Italian units are removed, but some may return to Allied or German force pools. Rule 26.72 is observed for all following results.

Additional Modifications:

Add one for every year before 1943 (1942, +1; 1941, +2; etc.).

Subtract one for every year after 1943 (1944, -1; 1945, -2; etc.).

Results:

- 1 Strong anti-German feeling. U.S. force pool gets six 1-3s, two 2-3s and a 2-5. These may be rebuilt in any Allied-controlled hex of Italy (including Sicily) that can trace supply to a western source. These may leave Italy for use anywhere on the board. One-fourth (round up) of the remaining Italian naval factors pass to U.S. control; but if the Italian fleet has been reduced to a remnant, any German claims (under Rule 26.72) take precedence. Allies may build two partisans.
- 2-5 A war-weary Italy. Add two 1-3s and one 2-3 to the U.S. force pool. These may *not* leave Italy. Allies may build one partisan.
- 6+ Pro-fascist loyalties persist. Add two 3-3s and a 2-5 to the German force pool; these may be rebuilt in any Axis-controlled, supplied hex of Italy. U.S. force pool receives three 1-3s. Rebuilt units of either side may not leave Italy. No partisans are created in Italy.

Substitute UK for U.S. if Italy should fall before American entry into the war. None of the rebuilt Italian units may be rebuilt again after combat loss, by either side.

The following countries are resolved only when named for a Diplomatic die roll at the start of a game turn, as explained earlier. Note that a special roll to determine the status of Spain's political government is required *before* the start of any scenario.

Note: Whenever a result is preceded by an asterisk (), that country may not be named again for the remainder of the game.*

Belgium/Luxembourg

May be named only if Belgium is still neutral.

Results:

- 0 *Agree to defensive cooperation with the Western Allies. Allied units may enter; Allied units may ignore Rule 22.3 and may give DAS. Allied units may not move across nor attack across the German frontier from either country, and Allied air units may not cross Belgian air space to reach Germany until the Axis does declare war on Belgium.
- 1-7 *Belgium/Luxembourg refuse any cooperation with either side.
- 8+ *German forces granted free passage. The German player may treat Belgium and Luxembourg as controlled territory, for two game turns only beginning with the current turn. Any German units remaining in either country at the end of the second game turn are eliminated (interned). Neither side may declare war on either country for the duration of the period of free passage. When it expires, these countries resume their minor neutral status.

Bulgaria (Active)

Bulgaria may not be named as a choice unless Allied ground/air factors in the Balkans outnumber Axis factors. The Balkans are defined as Rumania (including Bessarabia), Hungary, Yugoslavia, Albania, Greece (excluding islands), Bulgaria and European Turkey. Russian factors are not considered "Allied" until Russia is at war with the Axis.

Additional Modifiers:

Subtract one if less than six German ground factors are in Bulgaria.

Add one if more than thirteen German ground factors are in Bulgaria.

Subtract two if a supplied Russian armor or infantry unit is in or adjacent to any hex in Bulgaria.

Results:

- 1 *Bulgaria switches sides, becoming a minor ally of the Allied player with ground units closest to her capital. If a tie in distance results, use the greatest number of DPs committed (and then a random die roll) to break the deadlock. All Bulgarian units stacked with other Axis units or currently off the mapboard are eliminated permanently. Other Bulgarian units pass to command of the new Allied patron, remain on the board in play and become part of its permanent force pool. Germany loses immediately the Bulgarian BRPs. On the following YSS, BRPs are awarded normally to whoever controls the capital; this may not necessarily be the power that controls the Bulgarian units.
- 0-2 *Bulgaria surrenders. All Bulgarian forces are permanently removed from play. Germany immediately loses the Bulgarian BRPs; these will be awarded normally the next YSS.
- 3+ No effect.

Egypt

Additional Modifications:

Add two if a supplied Axis armor or infantry unit is in Egypt.

Subtract two if no Axis (German or Italian) unit is in any hex of North Africa.

Results:

- 1 *Political compromises satisfactory to Wafdist leaders are reached. Any Wafdist counters on the mapboard are immediately and permanently removed.
- 2-6 No effect.
- 7 Wafdist uprisings. German player may build two partisan counters in Egypt. If destroyed, these may be rebuilt only if a supplied Axis armor or infantry unit is in Egypt. The Wafdist partisans may not close the Suez Canal nor cost Britain 25 BRPs for loss of Suez/Alexandria.
- 8+ Extensive Wafdist uprising. Same as above except that three partisan counters may be built.

Finland (Active)

Finland may not be named unless Russian combat factors outnumber Axis factors there, or (1943 or later) a supplied Russian armor or infantry unit is in Warsaw or Konigsberg.

Additional Modifications:

Add one if Finnish combat factors in Finland are outnumbered by other Axis combat factors therein.

Results:

- 2 *Finland surrenders. All Finnish forces are permanently removed from play. Germany immediately loses the Finnish BRPs; these will be awarded normally the next YSS.
- 3+ No effect.

Greece

May be named only if still neutral, *except* following a result of 8+ on the die roll.

Additional Modifications:

Subtract one for each Allied-controlled objective in the Mediterranean Front in excess of six hexes.

Add one for each Axis-controlled objective in the Mediterranean Front in excess of seven hexes.

Subtract one if the Allies will move first in the current game turn.

Add one if the Axis will move first in the current game turn.

DIPLOMACY POINTS

Germany

Receives Additional DPs for Axis control of:

Grozny, Leningrad, Moscow, Stalingrad, Warsaw or London: +1 DP each

Ankara, Istanbul and Izmir: +1 DP for group

Athens, Belgrade, Bucharest, Budapest and Sofia: +1 DP for group

Brussels, Copenhagen, Luxembourg and the Hague: +1 DP for group

Any hex on the Island of Britain (Scapa Flow is included, Ireland is not): +1 DP (This is in addition to the allotment for London; but no additional DPs accrue for control of more than one British hex.)

Paris: +2 DPs

Deducts DPs for Allied control of:

Any hex of Germany: -1 DP, plus an additional -1 DP for each objective hex controlled by Allied forces within Germany.

All hexes of Britain: -1 DP (This is applied only if Axis forces have controlled at least one hex of Britain at an earlier point in the current game.)

Any hex of France by supplied American armor/infantry unit: -1 DP

Notes:

*-DP gains so marked may go either to the United States or to Great Britain, but not both. If British and American players are unable to agree, neither gets the additional DPs. In the rare game where France and the United States are simultaneously active and the Western Powers control an objective hex in Germany, the French player would receive a DP and the British or the American player would also receive one.

Great Britain

Receives Additional DPs for Western Allied control of:

Antwerp, Brussels, Luxembourg and the Hague*: +1 DP for group

Any objective hex in Germany*: +1 DP each

Genoa, Milan, Trieste and Venice*: +1 DP for group

All cities in North Africa: +1 DP

Oslo, Paris (see Note), Madrid or Rome (see Note): +1 DP each

Athens and Belgrade: +2 DPs for the pair

Deducts DPs for Axis control of:

Any city in Egypt: -1 DP

Gibraltar or Malta: -1 DP each

Any hex on the Island of Britain by a supplied German armor/infantry unit: -1 DP

United States

Receives Additional DPs for Western Allied control of:

Antwerp, Brussels, Luxembourg and the Hague*: +1 DP for group

Any objective hex in Germany*: +1 DP each

Genoa, Milan, Trieste and Venice*: +1 DP for group

Rome or Paris (see Notes): +1 DP each

Rome: If controlled after American entry, Britain and the U.S. each receive one additional DP. If prior, Britain receives +1 DP and France, if still active in the game, also receives +1 DP.

Paris: DPs are gained by the Western Allies only if Paris has been recaptured after the fall of France (i.e., France is no longer an active player). The American player and the British player each receive +1 DP.

Italy

Receives Additional DPs for Axis control of:

All cities in Egypt: +1 DP

Gibraltar, Malta or Madrid: +1 DP each

Deducts DPs for Allied control of:

All cities in North Africa: -1 DP

Any hex of Sicily, Sardinia or mainland Italy: -1 DP

Soviet Russia

Receives Additional DPs for Russian control of:

Helsinki, Riga, Stockholm, Warsaw or Copenhagen: +1 DP each

Istanbul, Ankara and Izmir: +2 DPs for group

Bucharest, Budapest, Sofia, Belgrade and/or Athens: +1 DP for any group of three

Any objective hex in Germany: +1 DP each

Deducts DPs for Axis control of:

Moscow, Leningrad, Stalingrad or Vologda: -1 DP each

France

Receives Additional DPs for Western Allied control of:

Brussels, Madrid or Rome(see Note): +1 DP each

Any objective hex in Germany*: +1 DP each

Any objective hex in Italy: +1 DP each

Deducts DPs for Axis control of:

Any hex in European France: -1 DP

Any hex adjacent to Paris: an additional -1 DP

Results:

- 0 *Greece grants free passage and limited cooperation to the Allies. Whichever power gets a supplied ground unit into Athens first, controls it for victory condition purposes and will get the Greek BRPs next YSS. Allies can move into and/or through all Greek hexes they desire. Axis units must be "at war" (i.e., a DoW on Greece). Greek units are not placed on the mapboard unless the Axis so declare; Greece becomes a minor ally of the power controlling Athens if/when Axis declare.
- 1-2 *Greece rejects diplomatic advances of both sides and remains permanently in minor neutral status.
- 3-6 No effect.
- 7 *Greece grants free passage and limited cooperation to the Axis. Whichever power gets a supplied ground unit into Athens first, controls it for victory condition purposes and will get the Greek BRPs next YSS. Axis can move into and/or through all Greek hexes they desire. Allied units must be "at war" (i.e., a DoW on Greece). Greek units are not placed on the mapboard unless the Allies so declare; Greece becomes a minor ally of the power controlling Athens if/when Allies declare.
- 8+ Greece becomes a minor ally of the Axis power having ground units nearest Athens by land. Greek units may not be used outside the Mediterranean Front, nor in French North Africa nor Spain. Greek units may not attack British units during offensive options. Only one partisan may be built in Greece, and only by Russia. Greece may be named for a Diplomatic die roll in a future year—in which case the conditions, modifications and results are exactly the same as those for Hungary (Active) as described below.

Hungary (Active)

Hungary may not be named as a choice unless Allied ground/air factors in the Balkans outnumber Axis factors. The Balkans are defined as Rumania (including Bessarabia), Hungary, Yugoslavia, Albania, Greece (excluding islands), Bulgaria and European Turkey. Russian factors are not considered "Allied" until Russia is at war with the Axis.

Additional Modifiers:

Subtract one if less than six German ground factors are in Hungary.

Add one if more than thirteen German ground factors are in Hungary.

Results:

- 1 *Hungary switches sides, becoming a minor ally of the Allied player with ground units closest to her capital. If a tie in distance results, use the greatest number of DPs committed (and then a random die roll) to break the deadlock. All Hungarian units stacked with other Axis units or currently off the mapboard are eliminated permanently. Other Hungarian units pass to command of the new Allied patron, remain on the board in play and become part of its permanent force pool. Germany loses immediately the Hungarian BRPs. On the following YSS, BRPs are awarded normally to whoever controls the capital; this may not necessarily be the power that control the Hungarian units.
- 0-2 *Hungary surrenders. All Hungarian forces are permanently removed from play. Germany immediately loses the Hungarian BRPs; these will be awarded normally the next YSS.
- 3+ No effect.

Iraq

Additional Modifications:

Add one if coup has already occurred in Persia.

Results:

- 0 *Political compromises pacify Iraq for remainder of the game. Any Iraqi rebel counters are removed immediately and permanently from play.
- 1-5 No effect.
- 6+ Pro-Axis coup occurs. The results are identical to those for Axis Variant Counter#1.

Japan

May be named only during 1941.

Additional Modifications:

Add three if Axis forces control any hex of Persia.

Subtract one if France is still unconquered.

Results:

- 0 *Japan remains neutral and unmenacing. Use provisions of Allied Variant Counter #6.
- 1-7 No effect.
- 8+ *Japan launches an immediate attack on Russia. Free Siberian Transfer not allowed; five 3-3s permanently removed from Russian 1942 force pool.

Persia

Additional Modifications:

Subtract one if Lend-Lease route has been activated.

Subtract one if any Allied ground unit is in Persia.

Add one if Axis forces control Rostov, Sevastopol, Ankara, or Port Said.

Add one if Axis forces control any hex in or adjacent to Persia.

Add one if coup has already occurred in Iraq.

Results:

- 0 *Political compromises pacify Persia for remainder of the game. Any Persian rebel counters are removed immediately and permanently from play.
- 1-5 No effect.
- 6+ Pro-Axis coup occurs. The results are identical to those for Axis Variant Counter #1; substitute *Tabriz* for Mosul in application. Substitute *Tabriz and Sarab* for Mosul and Munawir in applying Rule 25.46; force levels and geographical restrictions of 25.46 are the same.

Portugal

May be named only if both Portugal and Spain are still neutral.

Results:

- 0 *Portugal becomes a British minor ally.
- 1-4 No effect.
- 5+ *Portugal remains permanently in minor neutral status.

Rumania (Active)

Rumania may not be named as a choice unless Allied ground/air factors in the Balkans outnumber Axis factors. The Balkans are defined at Rumania (including Bessarabia), Hungary, Yugoslavia, Albania, Greece (excluding islands), Bulgaria and European Turkey. Russian factors are not considered "Allied" until Russia is at war with the Axis.

Additional Modifiers:

Subtract one if less than six German ground factors are in Rumania.

Add one if more than thirteen German ground factors are in Rumania.

Results:

- 1 *Rumania switches sides, becoming a minor ally of the Allied player with ground units closest to her capital. If a tie in distance results, use the greatest number of DPs committed (and then a random die roll) to break the deadlock. All Rumanian units stacked with other Axis units or currently off the mapboard are eliminated permanently. Other Rumanian units pass to command of the new Allied patron, remain on the board in play and become part of its permanent force pool. Germany loses immediately the Rumanian BRPs. On the following YSS, BRPs are awarded normally to whoever controls the capital; this may not necessarily be the power that controls the Rumanian units.
- 0-2 *Rumania surrenders. All Rumanian forces are permanently removed from play. Germany immediately loses the Rumanian BRPs; these will be awarded normally the next YSS.
- 3+ No effect.

Soviet Union

May only be named before a DoW with/by the Axis.

Additional Modifications:

Subtract one if the Soviet Union is played by an independent player with Victory Conditions separate from the Western Allies.

Subtract one *each* if Allied Variant #13 (Stalin Purged) or #19 (no Winter War) is in effect.

Subtract two if Turkey is at war with, conquered by, or a minor ally of the Axis.

(Note: the next two cases supercede the effects of Rules 21.54 and 43.2.)

Subtract one for each five (or fraction thereof) German garrison combat factors on the East Front below 20.

Add one for every whole fifteen German garrison combat factors on the East Front in excess of 20.

Add one if there is a supplied, non-airborne German ground unit in England.

Add one if Russia is currently at war with any unconquered minor country.

Results:

- 2 *Russia is free to make a DoW on the Axis at any time.
- 1-0 Russia is free to declare a "Limited War" on the Axis (35 BRP) at any time until reversed by a later diplomatic result of 1+ in a future year. *Limited War* restricts Russian expenditures to 20 BRPs per game turn in non-DoW costs and no Western Allied BRP grants to Russia are allowed. Russia switches from *Limited War* to "Total War" (i.e., these restrictions are lifted) when the Axis control any five East Front objective hexes or in the Spring 1942, whichever comes first.
- 1-5 No effect.
- 6-7 *Russia remains strictly neutral and can make no DoWs on any country prior to Fall 1941.
- 8+ *Russia adopts a policy of appeasement and may not make any DoWs prior to Summer 1942. Germany receives a 15 BRP grant from Russia during the Allied Spring 1942 SR Phase (both BRPs and SRs are charged against Soviet Russia). Russian 1942 Force Pool additions trickle into the allowable builds at the rate of one armor or airborne, or two infantry units per turn until the fifth turn of its war with the Axis (at which time all remaining are added to the Force Pool) commencing in Spring 1942.

Spain

Roll one die before the game begins. On a die roll of 1-5, Franco has won the civil war; on a 6, the Loyalists have won. Roll again if the Loyalists won; on a die roll of 6, the government is communist-dominated. The form of government will determine which of the following may be used.

Franco's Spain

May be named only if France has been conquered and Spain is still neutral, *except* following a result of 7+ on the die roll.

Additional Modifications:

Add one if Axis forces control any hex of Great Britain.

Add three if Great Britain has been conquered.

Results:

- 0 *Spain rejects all advances and remains permanently in minor neutral status.
- 1-6 No effect.
- 7+ Spain becomes a minor ally of the Axis power that committed the most DPs to Spain (a die roll if tied). America may build and operate four partisans in Spain. Spain may be named for a Diplomatic die roll in a future year, provided the Allies control Rome or Paris. The modifications and results are exactly the same as those for Hungary (Active).

Loyalist Spain

May not be named until 1940, and only if still neutral.

Additional Modifications:

Add one if Italy is at war.

Add one if France has been conquered.

Subtract one if Axis forces control no hexes of France.

Subtract two if Italy has been conquered.

Subtract three if Allies control Paris (applied only *after* France has fallen).

Results:

- 0 *Spain becomes a minor ally of the Allied power that committed the most DPs to Spain (a die roll if tied). Germany may build and operate two partisans in Spain.
- 1-6 No effect.
- 7+ *Spain rejects all advances and remains permanently in minor neutral status.

Communist Spain

May be named only if Russia is at war and Spain is still neutral.

Additional Modifications:

Double Russian DPs.

Subtract two if Italy has been conquered.

Subtract three if Allies control Paris (applied only *after* France has fallen).

Results:

- 0 *Spain becomes a Russian minor ally. Germany may build and operate two partisans in Spain.
- 1-6 No effect.
- 7+ *Spain rejects all advances and remains permanently in minor neutral status.

Sweden

May be named only if neutral.

Additional Modifications:

Add one if Axis forces control Oslo.

Subtract one if Allied forces controls Oslo.

Results:

- 1 Sweden denies iron ore shipments to Germany. Subtract 10 BRPs from German total each YSS (prior to SW construction). Germany can avoid this penalty by either controlling Stockholm, or reversing the diplomatic outcome with a Diplomatic die roll of 2+ in a future year.
- 2-4 No effect.
- 5-6 *Sweden signs a long-term pact for continuation of ore shipments to Germany.
- 7+ *In addition to the iron ore pact, Sweden agrees to limited transit of Axis troops. One Axis unit per turn may SR *through* Sweden. This unit may SR to or from Finland via the north edge of the mapboard.

Turkey

May be named only if still neutral, *except* following a result of 8+ on the die roll.

Additional Modifications:

Russian/Western Powers DPs are combined even if Russia is *not* at war.

Add one if Axis forces control all cities in Egypt. Add an additional one if Axis forces control any city in Palestine or Transjordan.

Subtract one if Allied forces control two or more cities in Libya.

Add two if Axis forces control Sevastopol, Rostov and either Moscow or Leningrad.

Subtract one if Axis forces control neither Sevastopol, Rostov, Moscow nor Leningrad.

Subtract one for each Allied-controlled Mediterranean Front objective in excess of seven.

Subtract three if Axis forces control no hex bordering Turkey. (Note: inactive Bulgaria is considered "Axis-controlled", as is Vichy-controlled Syria until conquest or deactivation.)

Results:

- 2 *Turkey becomes a minor ally of Allied power that committed most DPs to Turkey (a die roll if tied).
- 1-7 No effect.
- 8+ Turkey becomes a minor ally of Axis power that committed most DPs to Turkey (a die roll if tied). Turkey may be named for a Diplomatic die roll in a future year—in which case the conditions, modifications and results are exactly the same as those for Hungary (Active).

Ukraine

May be named only if Axis forces control Kiev.

Additional Modifications:

Subtract one for each Soviet-controlled objective in excess of six hexes.

Add one for each Axis-controlled objective on the East Front in excess of eight hexes.

Add two the turn *after* Kiev is first controlled by Axis forces.

Add one the second turn *after* Kiev is first controlled by Axis forces.

Results:

- 0 *Political compromises pacify Ukrainian nationalism for the remainder of the game. An additional Russian partisan is allowed in *this region only* (see below).
- 1-6 No effect.
- 7+ *Ukrainian separatists join Germany as a Minor Ally (10 BRPs) with Kiev as the capitol. These forces may operate *between rows N and T inclusive and east of the River Don in Russia*. Their Force Pool comprises two 2-3s and three 1-3s (Russia's Force Pool is reduced by two 2-3s as soon as they are discovered in the Soviet allowable builds). Russia is allotted one less partisan throughout the rest of the game and none whatsoever may operate in the Ukraine.

Ulster

May be named only if Ireland is still neutral.

Results:

- 3 *Ulster remains tranquil throughout the war.
- 4-6 No effect.
- 7 IRA active. Use provisions of Axis Variant Counter #2, *except* that only five British factors need be diverted to Ulster. Credit Germany with one extra SS factor during next SW resolution, reflecting covert Irish assistance to U-boats.
- 8+ *Identical to above except Irish Republic actively assists IRA. Full ten British factors must be diverted to any part of the island. Britain *must* declare war on Ireland at the start of her next player turn; the British player may even incur a BRP deficit to do so if necessary (i.e., if less than 10 BRPs remain).

United States of America

May only be named in 1940 or 1941.

Additional Modifications:

Subtract one if Axis forces control any hex of Great Britain.

Results:

- 2 *U.S.A. enters war immediately, but only if Axis forces control three or more hexes of

Great Britain. Otherwise, U.S.A. enters one game turn earlier than usual (i.e., in Winter 1941). U.S.A. gets no BRP *growth* before 1943 YSS in any event. All results of a -1 Diplomatic die roll (below) are also implemented.

- 1 *U.S.A. commits naval forces to trans-Atlantic convoy escort and institutes a shoot-on-sight ASW policy. Roll two dice and increase British ASW factors by the resulting number.
- 0 *U.S.A. offers limited ASW assistance. Roll one die and increase British ASW factors by the resulting number.
- 1-4 No effect.
- 5+ U.S.A. observes strict neutrality until drawn into war by Japanese attack.

Vichy France

Additional Modifications:

Identical with those of Rule 49.42.

Results:

- 1 *Any Vichy colonies switch sides and become Free French, along with all forces therein. Additionally, *if* Allied forces control a supplied hex in continental Europe adjacent to Vichy France, units in France follow suit and all Vichy hexes become Allied-controlled. Otherwise, Vichy forces in Europe deactivate.
- 0 *Implement Vichy deactivation (as described in Rule 49.41).
- 1-6 No effect.
- 7+ Vichy France becomes a minor ally of the Axis power that committed the most DPs to Vichy France (a die roll if tied).

Afterword

Feedback received since the appearance of this article in *The GENERAL* indicates the need for the following clarifications and modifications:

DPs are received and allocated at the beginning of each scenario and the campaign game, in addition to each YSS.

If 5+ is obtained on the USA table, America still enters the war in Spring 1942 even if a zero has been obtained for Japan.

The activation die rolls for Finland and for Bulgaria/Hungary/Rumania are independent of all other die rolls and may be attempted at any time, regardless of and in addition to whatever other rolls the Axis player may be making that game turn.

As with SW, the US may allocate DPs beginning with the 1942 YSS.

If the Axis declare war on Franco Spain, Finland, Bulgaria, Hungary or Rumania, a -3 modification applies to all subsequent die rolls for the other four so long as they are inactive. This penalty does not apply if, prior to the Axis DoW, a result of zero had been obtained for the country attacked.

If the Western Allies declare war on any minor neutral, excepting the five named immediately above, a +3 modification applies to all subsequent die rolls for Belgium/Luxembourg, Greece, Portugal, Loyalist Spain, Sweden and Yugoslavia. A result of 8+ in Ulster does not invoke this penalty.

Yugoslavia

May be named only if still neutral, *except* following a result of 8+ on the die roll.

Additional Modifications:

Add one if Allied forces control no hexes in the Balkans (excluding Bessarabia).

Results:

- 3 *Yugoslavia rejects all advances and remains permanently in minor neutral status.
- 4-7 No effect.
- 8+ Anti-Nazi coup does not occur. Yugoslavia will become a German minor ally at the same time as Hungary/Rumania/Bulgaria (and therefore immediately should these three be active allies), and is treated as an inactive ally until then. Only two partisans may be built in Yugoslavia, and these only by Russia. Yugoslav forces may operate in Yugoslavia, Greece, Rumania, East Europe and Russia only. Yugoslavia may be named for a Diplomatic die roll in a future year—in which case the conditions, modifications and results are exactly the same as those for Hungary (Active).



BRP Warfare . . . Cont'd from Page 35

FRANCE. France's BRP situation is clouded by her short stay in the game. France will likely be conquered despite having a bounty of BRPs left. That is her lot in the game. She loses because of a lack of military strength rather than BRP strength, and is better off spending her time entreaty British help than looking for places to expand her BRP base.

RUSSIA. There is no better example of BRP warfare and how it translates to the conducting of combat than in Russia. Germany's war with the Soviets is very dependent on economics. Even the victory conditions for the Axis reflect this. After all, the Soviets don't fall when Moscow is captured, but when they don't have the BRPs to build a 75-factor force any more.

BRPs are the key to Russian existence. Space, cities and units (to a lesser degree) are expendable. Some of the BRPs for Russia can come from an Axis minor if the Germans have foolishly left one un-garrisoned early in the game. Turkey, though inviting, isn't worthwhile to attack. A wise German will make sure the Russians don't hold Turkey long enough to make it profitable. A Russian invasion there may actually help the Germans, since the Russians can't afford too many units to guard the country. A quick German thrust will take the minor in little time possibly giving the Axis a valuable flanking position.

Saving BRPs, of course, is impossible. The Russian commander should use offensives early in the game only extremely rarely. He should also try and concentrate on building back his infantry once the invasion begins, rather than armor and air force. The latter two types of units are offensive weapons. Infantry is nearly as good as armor and better than air units on the defense. For those two vital reasons, The Russian player should hoard armor and air units. In fact, keeping the air force off the front line, out of counterair range, is a good practice.

Nearly half of Russia's spendable BRPs in the years 1941-44 should come from the Allies. Without this aid, defeat is hard to avoid and victory is impossible to achieve. That means for the sake of having a route to receive those BRPs, the Russian player must be careful to defend the northern frontier for Murmansk Convoy shipments and the southern frontier for Lend Lease traffic.



ADVANCED TACTICS

The Tricks of the Trade

By Marcus Watney

Tactics, here, is not what you might expect. These are a sampling of the best and most devious of ploys and plays for THIRD REICH, the ultimate strategic game. Many more have been discussed previously in the 3R GUIDE. Together with the following, your entry into any game should be greeted with groans once mastered.

However good a tactician a player may be, such ability on its own will not win many games of *THIRD REICH*. On the other hand, once a player has a sound grasp of strategic considerations, improved tactics will help him get the most from his own strategies while also thwarting those of his opponents. The aim of this article is to show the reader some of the more subtle ploys the game allows. It assumes that the reader is already familiar with such basic tactics as the triple-line defense against parachute-assisted exploitation, and the value of the infantry-air defensive combination.

The Dreaded Change of Initiative

It is perhaps the "flip-flop", when one side moves twice in succession, which gives *THIRD REICH* its wildest moments. It is also the single most feared event in the game. There is virtually no defense against it, except perhaps the threat of a flip-flop in reply. In 1939, it can cause the defeat of Italy, or the early collapse of France. But the one which is most feared is the one which hits the Axis right in the middle of the game. In one which is following historical lines, it can be expected to occur over Spring/Summer 1942 as the American BRPs are added to those of the other Allies. Except on the Russian Front, the effects are mitigated by the fact that the designer has carefully delayed the construction of the British and American paratroopers until Summer 1942, too late to be of use.

But what of the Russian Front? How can the German player stand up to two consecutive offensives over such a wide area? The answer, of course, is that he cannot. But what he can do is to make a Soviet offensive in Spring 1942 so unattractive that his problem is reduced to defending against an attrition followed by an offensive. And a defense does exist to cater for that situation.

In the original edition of *THIRD REICH*, when neutral Soviet BRPs were compared directly to those of the Axis and in which the USSR moved separately from the British and French, an Axis attack on Russia in Winter 1940 caused the complete collapse of the Soviet defenses as the Axis gained a startling flip-flop against them. Richard Wein and myself spent many hours devising a defense against this cataclysm, based on the assumption that by abandoning all the Pact area except Riga and deploying the Soviet defenses entirely within the borders of the USSR, the Russian Winter rule could be used to force the Axis Winter 1940 flip-flop to start with an attrition. The result of our efforts we at that time called the "Watney-Wein Defense", but in recognition of the fact that many other players have no doubt discovered the same deployment themselves, I now prefer to refer to it simply as "Reversed Space Armor". Although the old Axis-Soviet flip-flop over the 1941 YSS no longer occurs thanks to Rule 12.13, the technique can still be applied by the German player to protect himself against the ravages of Summer 1942.

The first important thing is to ensure that the Soviet Union is dissuaded from taking an offensive in Spring 1942. This is not such a problem as it may

sound. The Soviet 1942 reinforcements have not yet been built; the front-line is likely to be looking fragile after the Axis onslaughts of 1941; and, a significant proportion of the initial defenders are probably as yet not reconstructed. The Soviet armor will almost certainly be committed defensively down the length of the front-line, and therefore be badly placed to unite for a concerted offensive. If a Soviet offensive does seem feasible, the German player must guard against this either by pulling his front line back, out of range of the Soviet airforce, or by protecting it heavily with Axis airwings, or both.

If the Soviets have been discouraged from taking an immediate offensive by such measures, the following Reversed Space Armor defense can be safely employed (see Figure 1). Unlike the conventional three-tier defense in which cheap infantry is in front with the armor as a back-stop, here the positions are reversed—hence its name. The idea is that however the Soviet attrition contrives to push the armor back, the mesh of ZOCs will remain intact and the second line will be protected from direct attack in the second successive Soviet turn. In effect, the interaction of the ZOCs makes the front line entirely attrition-proof.

Of course, certain precautions must be taken. Enough replacements must be available in East Prussia to ensure that no front-line unit need be removed to satisfy attrition losses. It is also important to withdraw far enough to guarantee that no Soviet armored unit can reach any hex behind the first line in the attrition movement phase; since the Soviet armor is probably hanging back, this is rarely a problem. If there is a shortage of German armor, the first line can consist of an armored unit on every third hex; but this deployment means the second line will have to be four hexes behind the first rather than three. (Many players will actually prefer to do this anyway, and be willing to abandon an extra column of hexes rather than risk the loss of so many armored units. Personally, I prefer armor on every second hex if the "hedgehog" [see later] can be used at the same time.)

It is true that this defense is not proof against one Soviet paratroop unit attacking the second line while the other goes for the third. But, in my experience, the Soviet weakness in the air means that the drop on the third line is likely to be at 1-3 odds and, at this stage in the game, the Soviet player is almost certain to use both paratroopers against the same hex—if at all. Very cautious players may still prefer to add a fourth column of defenders over any section of the front that both paratroopers can reach.

The defense described is, of course, meant only as a general guide. In actual play, the opponent will be strong in some areas and weak in others, and the deployment must of necessity take that into account. Many German players will prefer to launch their own offensive in Spring 1942, intending to protect themselves from the flip-flop by knocking the Russians right off balance. But from time to time, each player finds that his Germans are weaker in 1942 than desirable; on those occasions this defense will be very useful. It can also be adapted for use by the Italians in North Africa.

The Hedgehog

The "hedgehog" could also be described as the "defensive offensive". Although in theory it can be used by any power with reasonable armored strength, in practice it is only the Germans and French who employ it. Its most common use is when

the Germans in Russia perceive an impending Soviet offensive option which they would dearly like to forestall. It is very simple to execute. The Germans attack a small insignificant front-line Russian unit and then exploit behind their own lines into defensive positions. With their handy sixth movement point, the German armor can fan out in both directions from a breakthrough in the center to cover most of the front. To cover the entire front with hedgehogs, it is generally necessary to create two breakthroughs near rows H and N. Now consider the problem facing the Soviet player. He is accustomed to seeing German armor in the second or third line deployed to slow or blunt his exploitation. But now, due to Rule 14.38, any German armor which he does encircle will still be in supply and kicking hard and may even end up doing more damage to the Soviet spearheads or rear areas than the Russian player inflicts on the Axis. After achieving an exploitation encirclement against hedgehogs, the Soviet player is likely to find himself asking, "Am I behind his lines or is he behind mine?" Often the potential opportunities offered to the German player following such Soviet exploitation will appear so horrendous to the Russian that he will simply choose an attrition instead.

Naturally, 15 BRPs is a lot to pay merely to defend territory, so the hedgehog will not be used often. However, when the German front in Russia is close to total collapse and a breathing space is desperately needed, a few sturdy stacks of infantry and some exploited panzers may just bring the Axis player that one turn of calm needed for reorganization. Notice that when a hedgehog is used just before a flip-flop, the exploited units will be surviving two enemy turns; Reversed Space Armor combined with a hedgehog is an outstandingly strong defense.

Bridgeheads

It is hardly an advanced tactic to use the last sentence of Rule 9.12 and choose to attack a capital like Paris, Warsaw, Belgrade or London across the river while using paratroopers to negate the tripled defensive bonus. In fact, using this rather naughty technique to place a bridgehead on Paris has become absolutely standard practice. But what can be a useful tactic to remember is an assault backwards across rivers as a form of defense. Imagine that the Americans have just landed in Normandy and have built partisans on the south bank of the Loire. A shrewd German player may choose to attack those partisans across the Loire rather than from the south, so placing a useful bridgehead in—perhaps—hex P20. A stack of infantry, one armored unit and a bridgehead counter here will delay the fall of Lyons, Marseilles, Milan and Genoa significantly.

I can remember well one game in which the American player built a partisan on the beach in southern France. German infantry immediately attacked it across the Rhone and built a bridgehead on the beach, making it impregnable to an Allied landing. Later, the American built another partisan, this time in Marseilles itself. The Germans promptly attacked back across the river again and placed a second bridgehead in that important objective too! The American player decided that the use of these partisans had actually ended up aiding the German defense!

If Leningrad is expected to remain in Russian hands throughout the game, a seaborne invasion against Parnu early in the game can be useful. To retain control of the Pact area, it is only necessary

to hold one city. If Leningrad remains Soviet, the bridgehead will still be at Parnu as the Axis retreats back into Poland in 1944 and 1945 (Rule 9.4). A sturdy infantry defense of the Parnu bridgehead can annoy the Soviets intensely. At the very least, it will force the diversion of a significant Russian infantry force from the drive on Berlin; at best, it could act as a springboard for a German armored counter-attack using sea transport late in the game.

The German Lake

While discussing the Baltic, it is worth considering how best to employ the four German fleets. Unless an invasion of Britain is seriously envisaged, the extra two fleets the Germans build are not really of very much use. Personally, I like to build them late in the game (if at all), using the BRPs saved to generate some much-needed growth.

However, if due to the lack of Russian fleets the Baltic has become a private German lake, from 1944 onwards when pressure in the East is severe there is a use for these rusting German fleets. Shortage of SR is a major problem for the Axis in the end-game; but by using three of the fleets (the fourth is holding Bergen) as transports, thirteen additional combat factors per offensive can be transported east through either Parnu or Leningrad. Since transport is judged by factors rather than by units, this is the way to get small units, such as the German 1-3 1944 builds, into the front line economically, reserving the SR allocations for the armor.

If Bremen is seriously threatened, only two fleets may be available for this duty—still more than enough to carry all the German 1-3s.

Italian Armor

These cheap little darlings are unbelievably useful, and often spend the entire game as "lent units". Many players believe that in the first six turns the paratroops should only be used in France, a perfectly sound opinion, for dropping them overseas effectively removes them from the drive on Paris for two full turns. Such players like, therefore, to take Norway by landing a 4-6 and lent 2-5 on the beach at D35 and exploiting against Oslo, instead of committing the paratroops. The Norwegians will probably defend the beach, in which case the Germans will need either three or five airfactors to support the 4-6 as it storms ashore (a 2-1 is rather risky here), and a further two or four airfactors to ensure the capture of Oslo by the Italians. This approach therefore requires no more airfactors than the conventional paratroop on Oslo. If the paratroopers are to be used exclusively in France, the Hague is a particularly good base for them—a sleepy British player may not even notice that from there both Plymouth and Rosyth are also threatened, a potentially fatal oversight.

Towards the end of the game, the Italian 2-5 armored units become particularly useful in keeping partisan activity down to a minimum. Placed in sensitive rear areas, one small 2-factor (4 BRP) unit prevents partisans from being built in seven hexes. It is worthwhile having one such unit in P23 while awaiting the expected Allied landing in France, because partisans block the flow of reinforcements through this area very easily.

Air Units and Airbases

In Russia, it is also often worthwhile for the Axis to garrison cities just out of counterair range with individual airfactors; just one humble 1-4 will prevent partisans being built on a city (Rule 32.13), a city which next turn may be desperately needed as an airbase. A further very important tactic is to keep one airbase unbuilt for as long as possible, at least until 1944. The threat of suddenly building this airbase, and the extra flexibility such a capability gives the player, more than compensates for its lack

of use—and far outweighs the likely results of its actual use. So, hang on to that last airbase as long as feasible and give the opponent another headache.

Anzio

When facing the threat of seaborne invasion by a very strong naval power with overwhelming shore bombardment available, it may be more effective to concede the beach. With two rare exceptions, shore bombardment can only be used in support of a seaborne invasion. Use this fact to slow his advance out of the beachhead rather than in to it by defending heavily the hexes adjacent to the beach rather than the beach itself.

Figure 1 An example of a Reversed Spaced Armor defense designed to thwart a Soviet "flip-flop" which starts with a turn of attrition. Any unit forced to retreat should move due westwards, so maintaining the integrity of the mesh of ZOCs.



Tito and Friends

Have you noticed yet that the Yugoslav partisans can isolate any unit defending the beach in W26? An unwary Axis player who does not guard against this threat may find the second front opening sooner than expected!

Be aggressive with partisans. And when they are available, odds as low as 1-2 are perfectly acceptable if an exchange is sure to remove all defenders. This sort of low odds attack followed by the construction of partisans is a particularly useful way of robbing the Axis of well-defended objectives on the last turn of the game. If, once all partisans of a particular country are in play, the defender does not bother to guard his rear areas anymore, remember that you can launch a suicide attack with a partisan and then immediately rebuild it elsewhere to your advantage (provided, of course, that no partisans were built in that country last turn).

Paraproofing

If there is plenty of room to retreat (during the Axis defense of Russia for instance), it is sometimes good to have the second line of defense placed so that there are two clear hexes between it and the first. Any paratroop attack against this second line designed to blast a hole for exploiting armor to use will then force the attacker to risk the permanent loss of his valuable paratroops—a risk he is unlikely to be willing to face very often. If the second line is too close to the first, the paratroops may be able to drop between the two and attack the second line unit while adjacent to friendly ground units which have just advanced after their combat. Because of the space, which is in effect abandoned, this sort of paraproofing is either a luxury or the defense of a desperate player. Nevertheless, it is worth remembering, particularly when there are just not enough units available to form three lines.

La Linea

When defending Gibraltar against an Axis overland attack, be cautious about hex Z8. It is tempting to put a small unit there in order to force the Axis to attack Gibraltar in the exploitation phase when they will be unable to use shore bombardment. However, doing so just undermines Gibraltar's principal strength—its single landward hexside. Offering a breakthrough at Z8 allows as many exploiting units as happen to be available to attack Gibraltar (Rule 14.37), easily outweighing any naval advantage the defender hoped to gain, and reducing the cost of an exchange to the attacker too. Watch out for similar situations elsewhere; for instance, do not attempt to defend both Messina and hex DD22 once the Allies are ashore in Sicily, for you will end up protecting neither.

Note that an important erratum, first published in Vol. 18, No. 5 of *The GENERAL*, reduces the opportunities for using the ghastly Rule 14.4. It is no longer legal to spuriously attack an empty hex adjacent to an enemy unit, and then attack that unit in the exploitation phase with armor cleverly overstacked on the so-called "breakthrough hex". Until publication of this erratum, the entire Axis armored force could attack Gibraltar on exploitation from Z8, whether the hex was defended or empty, crossing a spit of land which is in reality about half a mile wide!

The Shy Tunisians

Until the arrival of *Folgore*, the maximum Italian strength which can be massed in any two hexes is ten factors. By withdrawing to hexes LL27 and MM27 early in the game, the British player can prevent the Italian from ever reaching the 11+ attrition column without German help, provided any French garrison in Tunisia runs away from the

slightest contact with the Italians. Conversely, an Italian player who starts a 2-5 armored unit on the Libyan-Tunisia border will be amazed at the speed with which he conquers the French North African territories!

It is also worth remembering that, if on the turn the British capture Tripoli they also land on the Tunisian beach, exploiting to FF14, there may be an opportunity to isolate substantial Axis forces to the south. On the turn that the British capture Tobruk, landing a single armored unit on MM19 can have a similar effect.

The Punchbag

One way for the Axis to circumvent the problems of the Shy Tunisians is to declare war on a Mediterranean Minor solely with the intention of improving Mediterranean attrition. The danger of Allied intervention is severe enough to make only Yugoslavia a suitable target. Rather than redeploy German units into Africa itself where there are likely to be supply problems (Rule 35), four German infantry units pressing against Belgrade should raise Axis attrition in Egypt to the 21-30 column, and seven German infantry could raise the level to 31-40 where there is a full 33.33% chance of capturing at least two hexes.

It is an interesting anomaly that while, before intervention, a Minor operates independently against its invader, the invader does *not* operate independently against the Minor (Rules 18.2 and 23.2). I have always felt this to be conceptually wrong, but the rules are unambiguous and allow this rather devious tactic. As a consolation, if use of the punchbag threatens major Allied interests, a free suicide offensive by the Minor concerned (Rule 12.262) is likely to follow immediately, thus ensuring that its use is limited to a single turn.

If the Allies are having trouble inching their way up the Italian peninsula, once the Americans have landed in France the Allies may use Spain as a punchbag. Naturally, a DoW on Spain is not advisable until Gibraltar is considered secure.

Italian Raids

The Italians have interesting opportunities to use their navy to some effect once battle has been joined and some casualties taken. In general, players are wary of using (and losing) entire 9-factor fleets by making less-than-essential seaborne invasions. But once some remnant fleets are in the game (resist recombining them), the Italians can launch sneak raids consisting of a 1-3 and three fleet factors. The raiding force is completely expendable, and if the Allies have the initiative, they will have to keep at least one fleet unused ready to intercept every turn the threat is visible. If the Italian player has lots of odd fleet factors on the board, he can have great fun threatening half-a-dozen simultaneous small raids, each of which will almost certainly tie down larger British fleet formations in response. This is also a handy use for those remnants of the Italian navy the German player may inherit upon the surrender of Italy.

One of the principal targets for such a raid is Cyprus. Many players overlook the value of this island to the Italians. Its main use, of course, is as an airbase from which to support landings in the Middle East aimed at breaking the deadlock around Suez. But it also has nuisance potential of another sort. When the Allies have driven the Axis back to Tripoli and the Italians are beginning to feel the strain, the Italians can cause a useful diversion if they already control Cyprus simply by using two SRs to move an airbase and *Folgore* to the island. Based on Cyprus, the paratroopers threaten five important ports, all of which will then have to be garrisoned. This wastes both five Allied units and, on the turn of *Folgore*'s deployment, probably five SRs

too! Such a diversion can sometimes bring a hard-pressed player a few moments of respite in which to reorganize.

Front Boundaries

An advanced tactic of considerable use to the German player is worth remembering for 1944 and 1945: use the front boundaries carefully. Look at the advantages which come from defending Rumania along hexrow 35. Axis units defending Rumania immediately behind the Mediterranean/Eastern Front dividing line enjoy the best of both worlds. To drive on both Berlin and Bucharest, the Soviets must pay for options on both fronts; but, when counterattacking, the Axis will only pay for the Eastern Front. Similar use can be made of the German-Polish border. Indeed, when the Soviets find themselves fighting on three fronts simultaneously in late 1944 and 1945, they are likely to suddenly run out of steam in an unexpected and spectacular manner, much to the amusement of the Axis defenders. A front boundary is as much a tangible piece of terrain as a mountain, and should be used as such.

Persian Banker

For the Allies, there is an interesting anomaly which can be used to cleverly circumvent the Year Start Sequence. It is the "Persian Banker" tactic. Quite simply, it takes advantage of the fact that no rules exist for dealing with BRPs caught in the Lend-Lease pipeline during a YSS. If in Winter the Western Allies have 20 BRPs to spare, those 20 BRPs are doomed to be reduced to between 8 and 12 BRPs by the ravages of the growth mechanics. But dispatch those 20 BRPs down the Lend-Lease route and, by the time they arrive in the Spring of the next year, they will still be worth their full value, having been forgotten by the world banking system as they rounded southern Africa! Of course, they will not have contributed to improving any country's BRP base, but they will at least arrive intact. The Soviet player will usually agree that 20 BRPs received in the Spring are over three times as valuable as 20 BRPs received in the Winter.

Quisling

If the British decide to pursue the exotic strategy of a pre-emptive invasion of Norway, the German player should consider placing the second Norwegian unit in C34. To capture Oslo in one turn will then require at least three British armored units (Rule 14.36), and in the event of failure due to an exchange, no British units will be able to SR into Bergen. This defense can reduce an unprepared British player to tears.

Free Siberian Transfer

Don't.

THIRD REICH is a game of great subtlety, of threat and counterthreat, of force applied to critical weak points in your monolithic opponent's wall. A game of the greatest strategic scope, it still demands certain tactical abilities from its proponents. Consideration given to Front Boundaries, Para-Proofing, Reversed Space Armor, the Hedgehog and proper placement of Bridgeheads will make your on-board operations much more unnerving to your enemy. Readers of this 3R Guide (by now, accomplished masters all) are encouraged to experiment in the hopes of uncovering still more of these ploys that, when used at the proper moment in the proper situation, can so demoralize and defeat a foe. Given the scope of this grand game, the rules of THIRD REICH must offer hundreds still undiscovered. Should you stumble across one, we'd like to hear about it. Perhaps as an article for The GENERAL?



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THE DEFINITIVE QUESTION BOX

By Larry Bucher & Don Greenwood

The following includes all questions and the official responses that appeared in Vol. 18, No. 5 as well as a great number which have not heretofore seen print. In cases where the responses to these differ from previously published answers, the below are the definitive word on the subject. Players are urged to familiarize themselves with these to smooth future play.

2.3 In any scenario when there are two separate British and US players, how are the Victory Conditions applied to each player?

A. They always play as partners (i.e., they win or lose jointly).

2.32 If Italy survives the Winter 1944 turn, the 1942 scenario is over. How is it possible for Italy to win a Tactical Victory without also qualifying for a Decisive Victory?

A. The Italian victory conditions should be changed to Fall 1944.

2.5 Does this rule also apply when a player begins a multi-player scenario controlling two powers?

A. Yes.

3.35 May the Russian garrison unit started in Moscow, Kharkov, etc. at game start be removed as Attrition losses or voluntarily destroyed before the Germans have come within the required five hexes?

A. No.

3.35 What if Russia is able to attack a non-garrisoned Finland while still not at war with Germany, and wishes to attack out of Leningrad. Could the required garrison unit in Leningrad attack out of the city?

A. Yes, but it could not advance after combat. If eliminated, it must be reconstructed in Leningrad in that same player turn. It could not be taken as an exchange loss unless Russia could not meet the required loss in any other way.

5.55 & 15.4 & 27.13 May Russia place new construction in Leningrad if Leningrad is isolated?

A. Yes; the same goes for Sevastopol, and Maginot and West Wall hexes, so long as they remain their fortress status.

5.58 Must the other port on the Black Sea be able to trace a normal supply line?

A. Yes.

5.58 Is Sevastopol a fortress in the 1944 scenario?

A. Yes.

5.6 Is Scapa Flow considered a one-hex island for purposes of this rule, in spite of the red crossing arrow?

A. Yes. While on the subject, the northern tip of Denmark is *not* considered a one-hex island. See 29.431 regarding the other two Danish islands.

5.75 Can supply be traced across Quattara Depression hexsides?

A. No.

6.4 Can Minor Active Allies and the major power they are allied with stack together?

A. Yes. Rule 6.4 makes cross-reference to prohibitions; anything not prohibited is allowable.

9.11 & 29.436 Assuming the Germans intervene in Norway following a British invasion by a sea-borne invasion of their own on D35, can the German player place a bridgehead counter on the beach hex invaded?

A. Yes, the beach does not become friendly to them until Germany actually intervenes via the seaborne invasion.

9.12 & 14.4 Can armor attack a vacant hex across a river and place a Bridgehead counter?

A. No—there is no defender in the hex to be tripled.

9.4 Assume an Allied invasion of Casablanca and later advance to Oran. Must they remove the Casablanca bridgehead even though doing so will double (27.26) the number of supply fleets needed?

A. No—bridgeheads need not be removed if the player can demonstrate that doing so would worsen his supply situation.

9.5 If an airborne unit is on a bridgehead, can the number of units allowed to attack out of it be increased to three?

A. Yes. See 31.5.

9.5 A bridgehead counter is adjacent to a front boundary and also adjacent to enemy units on both fronts. One or two units on the counter make an Offensive Option attack on one front. May all other units on the counter be counted in an Attrition Option on the other front?

A. Yes.

9.5 & 14.37 Can more than five units occupy a bridgehead and more than two attack from it when using it as a Breakthrough hex?

A. Yes.

9.7 Must permission to place more than one bridgehead counter be unanimous?

A. If it isn't, 5.15 applies.

10.342 & 24.3 If these BRPs are indeed lost in the Spring turn, would there be any effect on SW counters already built? Would the pre-turn BRP spending limit be immediately reduced?

A. No. No.

10.5 Since the Allies start the scenario with an excess of SAC, must the Germans convert a 5-4 air unit into five factors of interceptors immediately?

A. No. See 10.1, fourth sentence. Such action may be necessary after the Spring 1945 turn or 1945 YSS or, per 10.52, after the Spring 1945 game turn.

11.2 & 33.41 If the Axis intend to play variant #9 during the opening setup, must it be played during Italian setup or can it be played during German setup?

A. Italian setup. If played during the German setup, it does not increase Italy's 1939 per-turn spending limit.

11.4 & 12.11 Germany has incurred a BRP deficit through loss of conquered territories and has a -8 BRP total at the beginning of a game turn. Italy has 15 BRPs remaining. Is the Axis total for initiative "15" or "7"?

A. 15.

12.11 If Poland survives the first turn may Poland's BRPs be added to those of Britain or added to those of Britain and France for determination of initiative?

A. No, although if she survives the *second* turn Britain would receive her BRPs during 1940 YSS.

13.8 & 27.44 Does rule 27.44 permit an unused fleet to be designated as a supply fleet during the SR Phase?

A. No. The "previously unused" fleet would have had to be designated as a supply fleet in the proper point in the Sequence of Play as per 13.8.

14.23 May "attacker's units in one hex attack units in two or more adjacent hexes" if such defending units are on different fronts (even assuming Offensive Options on both) or is the attacker precluded by 20.2 from attacking them jointly?

A. Yes he may, but *only* if the attacker is conducting Offensive Options on both fronts.

14.23 Could Gibraltar be attacked from two fronts at once, with both invasion fleets carrying the maximum two ground units for an amphibious assault—making a total of four ground units available for the actual amphibious assault? A. Invasion fleets could sail from both fronts but they must combine in the Gibraltar hex prior to invasion combat. The maximum number of ground units allowed to attack would still be two.

14.23 If two or more adjacent hexes are attacked, can all attacked hexes be treated as breakthrough hexes as long as 15.3 is adhered to? A. Yes; however, this cannot be stretched to include an attack on an occupied hex and a vacant hex (14.4).

14.24 & 14.37 Can a player attack from a breakthrough hex with more than two armored units?

A. Yes.

14.25 May the attacker voluntarily choose to make an attack at odds of less than 1:4?

A. Yes.

14.26 If the attacker rolls EX on a 1-2 attack, does the defender figure his losses at the doubled (tripled, quadrupled) rate? Example: a 2-3 attacking two doubled 1-3s.

A. Yes. The defender would have to remove only one 1-3 to match the attacker's loss.

14.29 Can the original attacker advance his forces following a CA by the original defender which resulted in the original defender's elimination?

A. Yes. The original attacker may always advance after combat; the original defender never—regardless of who was actually attacking when elimination occurred.

14.33 May a single exploiting armor unit move up to the limit of its MF as long as it remains within two hexes of the breakthrough hex?

A. No. This type of question has been asked so frequently that we feel obliged to reiterate what the rule already states. The first exploiting unit may enter only two hexes other than the breakthrough hex. A second exploiting unit may (a) move two hexes from the breakthrough hex in a different route or (b) duplicate exactly the move of the first, then move two additional hexes. A third exploiting unit may do either (a) or (b), or may duplicate exactly the route of the second one, then move one or two additional hexes depending on its MF.

14.33 If, say, the first or second exploiting unit in a "chain" of three makes an exploitation attack and is eliminated (thus "breaking the chain"), is there any adverse effect on the more distant units?

A. No.

14.36 Can you be more precise on exactly what constitutes "breaking the chain" when advancing after exploitation combat?

A. Two requirements must be met: 1) the hex advanced into must be adjacent to the previous unit in the chain or be separated from it by one hex already passed through by an exploiting unit; 2) the advance must not leave a more distant unit in the chain in violation of the first requirement.

14.4 Can an armor unit attack and occupy a vacant hex even if there will be no subsequent exploitation out of that hex?

A. Yes—but if there is to be no exploitation from the Breakthrough hex, the attacker may not overstack therein.

14.4 May more than the one required attacking armor unit be moved into the vacant breakthrough hex?

A. Yes.

14.4 May an exploiting unit attack a vacant hex so as to be able to advance a hex farther?

A. No.

14.4 & 29.436 Can units which have invaded an undefended beach, attack units adjacent to the beach in the same turn?

A. Units eligible for exploitation combat can; others cannot.

14.4 Must the attacker designate a supply fleet to provide supply to an undefended beach hex when he plans to invade and then exploit from it during the Combat Phase?

A. Yes. Similarly, SR has to be over supplied, controlled hexes. So, if you drop a paratroop unit on Great Yarmouth, for example, you must have had a supply fleet predesignated in order to SR units thence.

15.4 Britain wishes to construct a unit in Ulster. Must a supply fleet have been designated to meet the "supplied, controlled hex" requirement? A. Yes. This applies even for construction of naval and air units in Ulster. However—since it is the hex that must be supplied and not the units—one naval factor will suffice to supply all of Ulster for construction purposes. Note that this ruling applies to a multitude of parallel situations (e.g., Russia, with a fleet in Batum, building in a controlled but otherwise isolated hex supplyable through Odessa).

15.4 & 32.6 Can Russia construct non-partisan units in a partisan-controlled hex?

A. Not unless the hex was controlled by Russia when the partisan entered it and meets the other 15.4 criteria.

15.5 May BRP grants be made to a major power against that power's will (for instance to attempt to induce an unwanted turn "flip-flop")?

A. No.

15.62 Can the city receiving Free Siberian Transfer be in Axis ZOC?

A. Yes. "Friendly" hexes are defined by "control" (7.12).

16.1 When a player sea escorts an ally's unit in the SR Phase, which unit is charged with the actual SR?

A. The unit be SRed—not the escorting unit.

16.1 Can the German player use Italian SR capacity to move lent Italian forces which remain under German control?

A. No.

16.3 Can airborne units "fly" across all-water hexsides during SR?

A. No—they are "ground" units.

16.5 & 34.4 May British air units SR over water by using French-controlled cities/airbases?

A. Yes, and they may do so even if a French unit is present.

16.7 May fleets in the US box which have not initially deployed perform any naval duties, even if Britain and France have fallen?

A. See 29.17. The restrictions there apply whether the fleets have initially deployed or not, and regardless of whether the Western Allies have fallen.

16.71 Are eliminated and rebuilt US units forced to redeploy to Britain again under the limitations of Initial Deployment or can they be built in England?

A. The former.

16.75 & 29.61 These rules seem contradictory. Does the US require Sea Escort to give BRPs to Britain?

A. No. Insert "other" between "any" and "ally" in 16.75.

16.75 & 29.61 If Britain is conquered, must units which SR from America have Sea Escort? A. Yes. Note, in the rare game in which France is unconquered when the US enters, rule 16.71 would apply to SRs to Britain and France combined. Rules 16.74 and 16.75 would apply equally to France. French fleets could be additional Murmansk escort fleets (16.8).

18.2 Can there ever be more than one Attrition die roll on the same front in one player turn?

A. No. The 18.2 example contains what may be mistaken for an exception, but it is not, because the attacked minor gets a "mini-turn" of its own before the next major power player turn. The example is not reversible: the Axis could not take separate attrition rolls against Britain/France, Yugoslavia and/or Greece—even if interventions had not occurred.

18.31 In order for units "of a defending major power's active minor ally or of a minor in which the defending major power has intervened" to be taken as attrition losses to satisfy the major's losses and vice versa, isn't it necessary that at least one ground unit of the country taking such losses be in contact with an enemy ground unit on the attritioned front?

A. Yes.

18.31 What happens if the defender does not have enough ground units on the attritioned front to satisfy attrition losses?

A. He loses what he has there; the excess losses are ignored.

18.33 When retreating after Attrition combat, may the defender retreat to an enemy-controlled hex or into a hex creating an overstack if there are other alternate retreat routes available? A. No. Add the words "if forced to do so" after "overstack" in the fourth sentence so as to agree with 6.13.

21. May DoW costs ever be shared by two countries?

A. Never.

21.3 In Fall 1939 a neutral Italy declares war on Yugoslavia which survives the turn. In Winter 1939 Italy declares war on France. May Germany attack Yugoslavia in Winter 1939 without paying for a DoW?

A. Yes.

- 21.4 Can Germany and Italy, while still unallied, both declare war on the same minor, but with only one of them actually attacking after the minor has set up its defense against the other? A. No—if a country declares war it *must* meet the 21.4 requirements or see its DoW revoked. Moreover, both DoWs would have to be made before the minor set up its defense—see the sequence of play.
- 21.4 & 36.23 Can Italy declare war and then Germany use a lent Italian unit to meet the requirement of 21.4 for Italy? A. Yes.
- 21.4 Must a nation declaring war take an Attrition or Offensive Option against the nation being attacked, or can it make use of the last sentence of 19.2 to take a Pass Option? A. The former.
- 21.4 At what point in the Sequence of Play is a DoW revoked? A. At the end of the declarer's Combat Phase. The minor country's units are removed from the mapboard then.
- 21.4 Would this revocation of a DoW also apply to a Major Power? For example, could France declare war on Italy and then take a Pass Option while Britain makes an offensive against Rome? A. It applies. France could not declare war without attacking Italian forces or occupying an Italian-controlled hex.
- 21.4 & 36.1 Suppose Italy has declared war on France but the DoW is revoked. German units end the Combat Phase in Italy. What happens? A. The German units must leave by SR or be eliminated at the end of the player turn.
- 21.4 Does the revocation of DoW apply even if the interception of a seaborne invasion or sea transport mission by another country prevents the attacker from launching his attack against the new enemy? A. No, provided that the attacker can show that his mission would have met the requirements of 21.4 had it not been intercepted.
- 21.4 Can the 21.4 requirements be satisfied by using minor allied units? Lent Italians? Units of a minor in which the attacking major power has intervened? A. Yes to all. Note that units in the last category cannot leave their home country; however, they can attack across the border.
- 21.4 & 25.21 Don't these rules contradict one another? A. No; 25.21 covers the rare case of an attack at the border which fails, leaving no attacking unit on a hex of the minor country at the end of the attacker's turn.
- 21.54 Neutral Italy declares war on Russia. Are the Western Allies allowed to declare war on Italy, since this would place Russia at war with Germany in violation of 21.54? A. Yes. The prohibitions of 21.54 apply to Russian actions. The Western Allies are perfectly free to declare war on Italy and such action does cause Russia and Germany to be at war.
- 22.1 Hungary is inactive, two German ground units and a 5-4 air are in Budapest. The Western Allies declare war on Hungary. One minor ground unit must be placed in Budapest; the Hungarian air now has no base. What happens? A. Any minor unit which cannot be legally placed is eliminated, unless the DoW is revoked.
- 22.7 May minors leave units based outside of their home country on a possession (such as Swedish units in Gotland)? A. Yes; possessions should be considered part of their "home country".
23. Can an opponent of the attacker move forces into the invaded minor country during the Movement Phase and out again during the SR Phase and still be considered to have intervened? A. Yes.
- 23.1 Britain wishes to intervene in Greece by sending an air unit to Athens. The British player would have to place an airbase counter in Crete to do this. Legal? A. No. If Britain first intervened in some other manner (by sailing a fleet to Athens perhaps), she can then place airbase counters in Greece in that same phase. But intervention must precede placement.
- 23.1 & 25.2 & 25.31 If an Axis Minor is activated by Axis intervention after Allied attack, when does the intervenor receive the BRPs? A. Immediately.
- 23.1 & 28.23 May a Major Power stage over the hexes of an attacked minor country in order to intervene? A. Yes.
- 24.2 Does the island of Saare (F39) become friendly to the present controller of the Baltic States? A. Yes, to whomever first controls the Baltic States. Thereafter, normal hex control rules apply (7.1).
- 24.23 "Conqueror . . . may not cut the supply route(s) by SRing armor adjacent . . ." Does this mean that the conqueror cannot SR armor adjacent to a supply route; or that he may do so, but the supply route remains uncut? A. The former.
- 24.3 Does this rule also apply to a conquered major power? A. Yes.
- 24.3 When a major power loses control of an area on the last half of a Winter turn, must it have controlled that area in the preceding YSS in order for duel BRPs to be awarded during the coming YSS? A. No. For example, Germany conquers Belgium in Winter 1939. France occupies Brussels on the last half of Winter 1939. Both powers receive Belgium's BRPs during the 1940 YSS.
- 24.5 & 24.6 Can Germany ever lose BRPs from loss of Paris or Rome in the 1942/44 scenarios? A. Only when those capitals are lost to partisans.
- 24.8 Italy controls Belgrade; partisans capture it. Germany promptly recaptures it. Who gets the Yugoslav BRPs next YSS? A. Italy.
- 24.8 The same situation as above but Germany recaptures Belgrade after BRPs have been deducted from Italy a turn or two later? A. Germany receives the BRPs, with two qualifiers: If German units do not advance into Belgrade after eliminating the partisans, Italy retains control. And if Italian units are anywhere in Yugoslavia, a newly-agreed BRP split is in order (24.8, third example, fourth sentence).
25. Could Germany/Italy declare war on their own inactive minor allies? A. Yes. Any garrison units in the country would be temporarily removed until after the minor's forces have been set up. The Axis player may then replace any garrisoning units anywhere in the minor country not occupied by a minor country unit.
- 25.1 Do the Axis Minor Allies normally activate at the start of the Summer 1941 game turn, or Axis player turn? A. The latter.
- 25.21 If Russia has troops in Bessarabia but not in Rumania proper at the end of its turn, can Germany garrison Rumania? A. Yes.
- 25.22 Does this apply to an Allied power intervening in response to an Axis invasion? A. Yes; the Allied power would immediately receive that Minor's BRPs.
- 25.23 If an inactive, garrisoned Axis Minor Ally is attacked by the Western Allies, may Axis air fly DAS over the minor's units? A. Yes.
- 25.2 Germany destroys her 3-3 Finland garrison in order to stage a 5-4 air unit to Helsinki to support an attack on Sweden. Can Russia now declare war on Finland and thereby become automatically at war with Germany? A. Yes. This is an exception to the emphatic italics of 21.54, but to rule otherwise would allow Germany to evade the ground unit requirement of 25.8. Russia must pay 35 BRPs for the DoW as per 21.51.
- 25.31 The last sentence conflicts with 33.41 and the Sequence of Play. When does Vichy France activate if by variant counter? A. At the beginning of the Axis player turn. Disregard the last sentence of 25.31.
- 25.4 Do these restrictions on placement of Axis Minors apply to the 1939 scenario and Campaign Game as well as the 1942 and 1944 scenarios? A. Yes.
- 25.4 May minor allies attack into, or "attrition into", an area they may not enter? A. Yes; the principles of 22.7 apply.
- 25.45 Should Spain become an Allied Minor Ally per 25.22, could her units enter France? A. Yes, in this case her geographical limitations would be expanded to include both the Western and Mediterranean Fronts.
- 25.6 Are Italian forces allowed within German Minor Allies before activation? A. Yes. "German" and "Germany" should be read as "Axis" throughout this rule, except that it is Germany, not Italy, who actually controls the minor's hexes.
- 25.6 May Germany have more than five factors in Finland after activation? A. Yes.
- 25.6 An Axis unit, forced to vacate its hex by Allied attrition, has no retreat except into an inactive minor ally. The retreat would put the Axis over the 20-factor limit in minor allies. Is the unit eliminated instead? A. No, it may retreat. As with a number of other such limits and minimums, the 20-factor cap is judged at the end of each Axis movement phase and player turn.
- 25.8 Can Russia declare war on a garrisoned inactive Minor German Ally without declaring war on Germany after Fall 1941 or a German violation of the Polish Partition Line? A. No.
- 25.8 If the Germans start the game in an Axis Minor but then move out, can The Russian declare war on the minor? A. Yes—the prohibition against a Russian DoW depends on the current existence of a physical garrison.
- 25.8 How does a German garrison in Finland draw supply? A. See 27.11. Helsinki is, by definition, a supply source even though Finland is still inactive.
- 26.92 Does "combined Axis strength" include naval factors? A. No.
- 26.921 If Russia surrenders, which side assumes control of partisan-occupied objective hexes? A. Whichever side last controlled them before the partisan's presence.
- 26.921 Do non-objective hexes pass automatically to Axis control when Russia surrenders? A. No, but the Axis units can pass through them unimpeded (on other than a Pass Option) and extend their control. They can never, of course, control the Soviet-occupied objectives.
- 27.11 Does ". . . provided that their country has units represented in the game" mean a capital is a supply source only when its units are in play on the board? A. No, capitals of minor countries are supply sources at all times, even though their unit counters have been eliminated from play of not yet brought into play. Capitals of countries that never have armed forces are not supply sources.
- 27.11 & 36.1 May German units trace supply from Italian-controlled sources and vice versa before they are allied? A. Yes.
- 27.12 & 35.4 & 35.5 If Beirut or Tunis is a Vichy supply source, are Vichy units counted against the 18-factor limit? A. No. The Vichy units can then be considered to be tracing an overland supply route.
- 27.14 What constitutes the "east edge of the board"? A. Any non-playable hex off the east edge—e.g., O60—south to and including Z54 is considered a Russian supply source. If the Lend Lease route has been opened, this is extended south to GG46 (but not for the purposes of rule 40.5).
- 27.22 A unit is adjacent to a friendly supply source; both unit and source are in the ZOC of the same enemy armored unit. However, the unit can trace a legal supply line out of the capital, back to itself, through another hex or hexes. Is it in supply or not? A. Yes.
- 27.22 & 32.6 Can the Allies trace supply through a partisan-controlled hex? A. Only if the hex was Allied-controlled before the partisan moved onto it.
- 27.26 Could supply be traced through the port of Gibraltar via a fleet from, say, a British or Egyptian port? A. Yes.
- 27.26 & 37.3 Can units in excess of Egyptian port restrictions be supplied by fleet from England around the Cape, as in SR to Suez? A. No.
- 27.44 A supplied unit begins its Movement Phase by moving one hex to an unsupplied hex. May it continue to move? A. Yes. Once supply status has been determined, a supplied unit may use its full movement factor during both the movement phase and (if applicable) exploitation.
- 28.12 Could Britain initially place airbase counters in France if Britain never had any other units in France? A. Yes; but only with French concurrence. Note that this reply applies to initial placement, not opening setup.
- 28.14 Can Italian air bases base Italian air units that have been lent to Germany? A. Yes.
- 28.14 Can German air units use Italian air base counters? A. Yes, once actively allied, but only after the player turn of the base's initial placement.
- 28.15 What happens to an air unit on an isolated air base that must be relocated at the end SR Phase? A. Rule 28.24 applies.
- 28.21 May a player, advancing during movement, create an unused air base on a forward hex gained during that Movement Phase and then stage an air unit to it on the same Movement Phase? A. No.
- 28.21 May an air unit stage to an unsupplied air base? A. Yes.
- 28.24 Are air units in a base hex occupied by both a friendly ground unit and an enemy airborne unit forced to move before the resolution of combat? A. No.
- 28.24 Are air units in flight, unable to return to their base of departure displaced four hexes or eight hexes? Measured from their old airbase or their target hex? A. Eight hexes from the old airbase.
- 28.421 If an air unit is placed to give ground support for a seaborne invasion but the invasion is aborted by an intercepting naval force, is the air unit eliminated because a legal odds attack can not be made? A. No—the air unit couldn't make an attack of any kind without ground forces and therefore is not forced to attack, but 28.455 would apply to that extent that the air unit's attempt to attack counts as an Offensive air mission and it is inverted.
- 28.432 When mixed nationality air forces are involved in air combat, how are losses distributed between nationalities of the same side? A. Use the 29.572 naval method.
- 28.432 The defender commits DAS over a hex which also contains defending air units which are *not* going to fly. The attacker intercepts the DAS and inflicts losses exceeding the DAS factors. Are the excess losses taken from the non-flying air units per 28.432? A. No. This situation does not parallel a counter-air attack; the air units on the ground are not liable to losses. The attacker might have separately counterair it; in that case, there would be two distinct air combats in the hex.
- 28.4322 Does the winner remove half of the total defending factors lost including any inverted factors which were lost? A. Yes.
- 28.4322 & 28.641 The die says the loser has to eliminate one air factor. He happens to have some "partials" in use and it develops that he has to lose two factors because of this, per 28.641. Does the winner now have to eliminate a factor per 28.4322? A. No.
- 28.4323 Does the "smaller force" include inverted factors? For example, if three factors attack a hex with two active factors and three inverted factors and a drawn battle results, what is the greatest number of factors each side can lose: two or three? A. Yes; three.
- 28.435-454 Suppose five factors of air attack a single naval factor and the latter is eliminated on the first roll. Must the remaining four air factors still attack and chance their own elimination? A. Yes.
- 28.452 If the Counterair attack fails, does the flight by the other air units that were to attack the naval forces count as a mission, even those

units which cannot now attack?

A. Yes.

28.452 Does "defeated" in this rule mean complete elimination or only that the defending air factors take the greater loss in air combat?

A. The latter; to be specific, the attacker's modified aerial combat die roll is higher than the defender's.

28.453 Can the attacker elect to destroy one factor each from two fleets rather than two factors from one fleet?

A. No.

28.513 May one allot more air factors than could legally be counted in the combat odds in anticipation of intercepting aircraft reducing the DAS strength?

A. No.

28.516 Does DAS placed at the beginning of a Combat Phase and not intercepted or attacked remain there for possible Exploitation combat?

A. No.

28.61 May air counters be broken down during the opponent's turn in order to allocate DAS?

A. Yes.

28.65 An inverted 3-4 air and an unused 2-4 air unit are stacked together; may they be combined to a 5-4 for SR?

A. Yes. The 5-4 is inverted if left on the board. However, it could be broken down again at destination to the same inverted 3-4 and face-up 2-4.

28.66 & 49.11 May Vichy air units use French partial counters to break down or absorb partial losses?

A. Yes. Free French may also, and Vichy naval units may absorb partial losses similarly.

29.11 Britain, with four 9-factor fleets at Gibraltar, sails two to Egypt and two more from Britain to Gibraltar during the movement phase. The Egyptian-bound fleets are intercepted and turned back. What happens?

A. The overstack is involuntary and no fleets are destroyed, provided Britain does remedy it by the end of the SR phase. However, the two overstacked fleets may not perform missions, intercept, provide supply nor sea escort during the remainder of the player turn.

29.21 & 29.573 Are fleets which are intercepted and defeated, in an attempt to change base during the Movement Phase, forced to return to their original base? Can they perform any other functions during that game turn?

A. Yes. They are forced back to their original base, but they have not yet performed a mission and are not inverted (this is an exception to the last sentence of 29.33).

29.25 & 42.2 Are additional US fleets assigned to protect a Murmansk convoy counted against the overall SR limit of ten or against the Initial Deployment limit of six?

A. Both if the fleet has not yet initially been deployed; otherwise, only as the SR limit.

29.26 & 29.58 If a naval unit is displaced from its base and then intercepted and defeated so that it has to return to its original base, what happens?

A. It attempts to return to the next nearest available friendly port on that front—tracing its path from the point of interception. It is again subject to interception by any as yet uncommitted enemy fleets/air. If no such other friendly port is available on the front, the defeated fleet is eliminated.

29.312 & 29.433 Two 9-factor fleets carry two 3-3s to an invasion. Interception eliminates a naval factor and consequently one 3-3. May the 8-factor fleet now provide two factors of shore bombardment?

A. Yes.

29.413 If the coastal fortress is also a port with a 9-factor fleet, may the attack still be made using shore bombardment?

A. Yes, defending fleets do not prevent shore bombardment.

29.413 Are Leningrad and Sevastopol considered fortresses such that shore bombardment may be conducted against them in conjunction with a ground attack?

A. Yes.

29.413 Can shore bombardment be used with non-exploiting units attacking across a crossing arrow?

A. Not normally. If attacking a one-hex island (e.g., Scapa Flow) across a crossing arrow, then yes. Rule 29.431, second sentence applies to the Danish islands for shore bombardment purposes only.

29.421 & 29.65 May a unit be sea transported by two fleets in the same manner as sea escort?

A. No.

29.422 & 29.573 Are units being Sea Transported returned to the port of embarkation or the fleet's base (assuming the two are different) if the mission is intercepted and defeated?

A. The port of embarkation.

29.423 The reference to ground MFs for air units in the reference. Does an air unit pay one MF to disembark and therefore can only fly a total of three hexes to perform a mission?

A. Yes—but, unlike ground units, it would not have to pay a two MF cost for embarking in enemy ZOC.

29.424 & 29.573 May units being sea transported which are intercepted, defeated and returned to base still able to move and/or perform combat?

A. Yes; even though the Sea Transport mission has been aborted, it still counts as a mission and therefore its units still have the same capabilities even though they disembarked in a different port. Note, assess one MF for disembarking at the port in addition to any MFs they may have spent prior to that.

29.43 & 29.57 The Lorient hex has two separate beaches—what happens if it is invaded from both directions? And how are interceptions handled?

A. The two invasions are separate missions and must be intercepted separately, even if interception is in the target hex. Interceptors must sail to the northern or southern (or both) water portions as appropriate. Ground combat is still handled as one battle.

29.432 If an airborne drop drives a fleet out, thus permitting an invasion on an otherwise undefended beach, may a bridgehead counter still be placed?

A. No—the invasion hex would be controlled by the attacker prior to the actual invasion.

29.432 Would nine naval factors (for example eight Spanish and one Italian) prevent the invasion of a port beach hex, or is a 9-factor fleet counter necessary?

A. The latter.

29.432 & 29.5 Could naval factors displaced to a friendly port on the same front by a seaborne invasion of its port/beach hex elect to automatically intercept the invasion fleet before displacement?

A. Yes, but not exactly "before displacement". These aren't displaced unless invasion succeeds and an enemy ground unit controls their hex. At interception decision time, they have the same opportunity to intercept or not that a fleet in any other port would have.

29.438 Does this rule prevent the SR or staging of an air unit into a bridgehead?

A. No, but it does prevent the SR of an airbase into a bridgehead.

29.5 Britain sails two interceptable missions from Portsmouth. May Germany choose to intercept them both in the Portsmouth hex, treating it as one naval battle?

A. Yes—in fact Germany may not choose otherwise if she intercepts in the base hex. The missions do not become separate until they enter separate hexes; similarly, two missions directed at the same target hex must be treated as one if intercepted in that hex.

29.5 Two fleets on separate missions cross paths. May they both be intercepted as one interception at the crossing point?

A. If there is only one common hex where the missions cross paths, the defender may only intercept separately. One interception of one mission could be made in that crossing hex, the other elsewhere. If the missions have more than one hex in common, the defender may intercept both missions in any common hex and must treat it as one battle if he does.

29.52 Could Italian fleets based in the Med intercept British fleets based at Gibraltar performing missions in the Atlantic by intercepting them in the base hex?

A. No—and this would apply equally to similar situations in Kiel and Istanbul. Fleets based in a two-front port may be intercepted in their base hex only by enemy fleets based on the front through which they will move to perform their mission.

29.52 If the target hex is a two-front port, may the defender attempt interception in the target hex with fleets from both fronts?

A. Yes.

29.54 Can different fleets in the same hex, but different ports, intercept different missions?

A. Yes. Note that fleets in a hex with more than one port must declare which port they are in as soon as they enter. Also note that fleets in separate ports within the same hex attempting to intercept the same mission must roll twice for interception—once for each port.

29.56 Suppose a counter-interception succeeds in the same hex where an interception has already succeeded? Do the fleets join together in one naval battle?

A. No. Combat is still resolved per the last sentence of 29.56.

29.57 If a naval and air interception of a naval mission occurs in the same hex, which attack is resolved first?

A. The interceptor's choice.

29.57 Have air/naval interceptors, whose intended naval target was destroyed or forced to abort due to previous interception attacks, performed a mission?

A. Yes.

29.57 May fleets which fail their interception die roll be intercepted by an eligible enemy air or naval unit?

A. No.

29.572 How many naval factors are lost in a naval battle where the modified die rolls are a tie?

A. None; although the interceptor wins the battle and forces the cancellation of the mission, there are no naval losses.

29.58 If enough units are turned back to a given port of embarkation to create an overstack there, must the excess be eliminated?

A. Yes, if not remedied by the end of the SR Phase. Note that, in addition to the SR possibilities, units might have unused MFs which can be used immediately upon landing.

29.66 Does a neutral Denmark qualify as being under "friendly control" for SR purposes?

A. No.

29.66 & 33.62 May British foreign aid still be sent to Finland if Copenhagen (I32) is Axis-controlled?

A. Yes, off the board via Petsamo in the extreme north of Finland.

31.1 Can an airborne unit take off from a city hex instead of an airbase counter?

A. Yes.

31.1 May airborne units drop during the Exploitation Movement Phase even if there is no subsequent exploitation combat; even if no breakthrough has occurred and therefore there is no exploitation?

A. Yes; yes.

31.1 An airborne unit begins its player turn on a border airbase adjacent to a neutral armor unit. Its owner declares war on that neutral. May the airborne unit drop?

A. Yes. (It was not in hostile ZOC at the beginning of its turn.)

31.4 In the second player turn, an airborne unit drops on a hostile port where it could be supplied by sea. In the first player turn of the following game turn, it is attacked and eliminated. Is elimination permanent, because its owner has not yet had an opportunity to designate a supply fleet for the current game turn?

A. No, provided a supply fleet is designated during its owner's player turn.

32. Can partisans stack and attack with friendly units?

A. Yes, with two exceptions: a Russian-constructed partisan may not stack with a Western Allied unit, and vice versa. The principle of rule 45.4 applies here.

32. Do partisans stay in play after their country has been recaptured by the Allies?

A. Yes, but the provisions of 32.2 continue to apply.

32.12 Could Italian partisans be created if Italy was conquered rather than having surrendered?

A. Yes.

32.3 If all units involved in a crossing arrow attack are partisan, then would a partisan on the defender's side of the arrow untriple the defender?

A. Yes.

33.21 With #2, Germany drops her airborne unit in Belfast, then plays the variant. Void or valid?

A. Void. "Ireland" in the exception should be taken as referring to the entire island, including Ulster.

33.21 Revealing #2, Germany plays the variant, then enters Ireland on the second turn of a "flip-flop". Void or valid?

A. Still void. Britain must have a turn to meet the conditions before Axis entry.

33.41 With #2, as British player, one sees some possible benefit from signing a separate peace and withdrawing as a neutral. What exactly happens when Britain does this?

A. British units remain on the board and British BRPs continue to be recorded and may be used to build units from the British force pool. Britain may not declare war on any major or minor power. The Axis may declare war again on Britain (for 35 BRPs); other Allied nations may not. Any minors controlled by Britain also turn neutral. Any British hexes under Axis-control remain so and vice versa. British units in hexes controlled by other Allies must be repositioned on the nearest British-controlled hex. While Britain is neutral, other Allied units may not enter British-controlled hexes and would have to be SRed out or destroyed if already present. British-constructed SW factors remain in existence but cause reduced losses (as in 10.24) in the next YSS, and none thereafter unless Britain is again at war. Britain may grant no more foreign aid while neutral, but that already granted remains fully effective.

33.41 With regard to the above, then can Britain voluntarily "sign a separate peace" to obtain the above?

A. Not really. A truce is possible by diplomatic agreement and could have much the same effect. But there would be no restriction on British DoWs, no BRP cost to either side to resume hostilities, no change to SW procedures, no restrictions on other Allied units (unless the British player refused them passage!), no effect on minors, and no mandatory repositioning of units.

33.41 With #7, are Axis fleets in Kiel considered as being in the Eastern Front for the purpose of determining a combat factor advantage on the Eastern Front?

A. No.

33.41 With #7, may the German player activate Turkey with variant #7 if Germany lacks a full 35 BRPs for a DoW?

A. No—Germany cannot use Turkey's 30 BRPs to pay for the Turkish DoW. See Sequence of Play—II.D.1 & 2.

33.41 With #8, if the Allies "avoid the effect of the counter", may the German hold it to play it again later?

A. No.

33.41 If variants 11-20 are in use, can Yugoslavia receive Foreign Aid?

A. Yes, from any of the four "Granting Major Powers".

33.42 With #7, why should this variant not apply to the 1942 scenario? The 1944 YSS occurs during the 1942 scenario play.

A. Right—change to read "Not applicable to 1939 Scenario".

33.51 "Additional BRP expenditures never lower the Intelligence dice roll by more than one." Does this imply that a player may make such expenditures just to waste unwanted BRPs (for example, to avoid a turn "flip-flop")?

A. No, no more than 5 counter-intelligence BRPs could be expended. Neither could two or more powers spend five BRPs each.

33.55 If a "12" or higher is rolled on the Intelligence Table, can the player ask what the variant counter is and, once revealed, can he elect not to have it nullified as a form of blackmail against an uncooperative ally?

A. Yes, but once he has so elected, he can't change his mind.

33.6 After the US declares war, is it allowed to give Foreign Aid to inactivate Axis Minor Allies?

A. No.

33.6 If Rumania and/or Hungary have not been activated by the end of the game, do their objective hexes count toward the German total?

A. No—no more so than any uninvaded neutral's objective hex would count for either side. If an Axis Minor Ally is never activated, it is neutral.

33.6 & 49.4 Exactly what is the interrelationship between Foreign Aid and the Vichy Activation/Deactivation Table?

A. The two rules call for two separate and distinct die rolls. First, either side may roll on the "Current Status" of Vichy France on the Activation/Deactivation Table; Foreign Aid is ignored at this point in the Vichy activation process. Once either side succeeds, the result is

unchangeable and the table may no longer be used. If Germany succeeds, Vichy becomes "due to activate" and a second die roll is made during the next Axis player turn under 33.63, using any Foreign Aid modifiers applicable. There is no further cost to Germany for any of the 33.63 die rolls (other than additional Foreign Aid grants, if any).

33.61 Russia takes East Europe. After attacking Russia, Germany occupies the two Bessarabian cities. Rumania is still inactive. May Russia now give Foreign Aid to Rumania, assuming an SR path can be found?

A. No. If Russia controls a Bessarabian city at any time, the footnote to the 33.61 table applies permanently thereafter.

33.62 Suppose Britain captures Norway and then Sweden, then acquiring a Baltic port, may Foreign Aid then be given to Finland at the normal SR rate?

A. Yes.

33.62 When do Foreign Aid BRPs "vanish"?
A. Immediately upon granting, in the sense that they can no longer be used for unit construction, do not grow during YSS, cannot be transferred elsewhere, and so forth. They remain in the minor permanently, but their only possible use is to affect its activation die roll.

33.62 May British Foreign Aid pass through Russian-controlled hexes?

A. Not until Russia is at war with the Axis.

33.62 Does the 10% limit on Foreign Aid expenditures apply to a country's total before SW expenditures, or after?

A. Before.

33.63 & 46.3 If the Axis invades Spain, the Axis player must roll a "6" to activate the other Minor Allies. Can the Axis lower this by Foreign Aid?

A. Yes.

33.64 Does one reveal the exact amount each recipient receives?

A. Yes.

34.1 May Britain land units in Marseilles by sea transport?

A. Yes, if they move out immediately after landing. Debarkation does not constitute a "pause".

34.1 & 34.2 Could French air units give ground support to a British counterattack on occupied London?

A. Yes. If based in France, they may operate freely from their bases. However, the 34.2 exception would not allow a French sea transport or invasion force to land in Britain.

34.2 May French air units fly missions over, or SR through, Britain and British colonies?

A. Yes.

34.32 May British air units give ground support to French units and vice versa when making a seaborne invasion?

A. Yes, the land and sea portions are treated separately.

34.36 If British fleets fail an interception die roll, can French fleets then try to make the interception (or vice versa)?

A. Not against that same enemy mission. All attempts must be announced before die rolls are made—if French and British both succeeded it would be illegal; therefore they can't both attempt the intercept. See also 29.57, last paragraph of the example.

34.3 & 39. Can US/Britain declare war on Ireland? If they do conquer it, is the German variant counter #2 voided?

A. Yes; no.

36.23 Other than during transfer (when being lent or reclaimed), are SRing lent Italian forces counted against the SR limit of Germany, Italy, or either at Axis option?

A. Germany.

36.23 May lent Italian units be used as part of Germany's 20-factor East Front garrison? May they be in the Murmansk box?

A. No. No.

37.3 Could either side carry supply to Suez in excess of 37.3 limits by using double supply fleets (27.23) in the same manner as double SR?

A. No. Furthermore the Axis could not even supply the four units allowed the Allies by 37.3.

37.3 & 41.3 Do Allied units based in Malta count against Egyptian supply limitations?

A. Yes.

40. The Axis declare war on Persia before the Lend Lease route is opened. The Allies subse-

quently drive the Axis out and wish to open the route. Does this action still cost the full 25 BRPs?

A. Yes. This is also true if the Allies should declare war on and enter Persia before the route is open.

40.3 How many BRPs may be given to Russia via Lend Lease in one turn?

A. 20.

42.6 Assume the Allies have the initiative in Spring 1944. Could Germany place all of her 1944 YSS U-boat builds in the Murmansk box to oppose a Spring Murmansk convoy, and then return them to the SW box in her own Spring turn—thus pulling double duty?

A. No. The rule states U-boat transfers to the SW box must be made in the next Spring turn. If used in the Spring turn—or even if they sat in the Murmansk box unused—they couldn't be transferred until the 1945 Spring turn. Double use of U-boats and ASW in this manner is never allowed.

43.2 May a German unit attack or attrition across a neutral border as in the case of a German garrison unit in Rumania attacking Russia while Rumania is still inactive?

A. Yes. See also the last sentence of 25.6.

43.2 Must the 20 "factors" maintained on the Eastern Front be composed entirely of ground and/or air units?

A. Yes.

43.2 Germany is found lacking the 20-factor requirement but Russia does not declare war at her first opportunity. Germany then meets the 20-factor requirement again. May Russia still declare war?

A. Yes. Any breach of the 20-factor requirement lifts the ban permanently.

43.2 May Germany choose to accept the risk of a Russian DoW and place less than 20 factors in the East on opening setup?

A. No.

43.3 Germany violates the Pact by leaving units in East Poland in the Fall '39. Russia chooses not to make a DoW on Germany immediately, but instead responds with a DoW on East Europe. There are several gray areas . . . ?

A. Russia can enter East Poland as well as the rest of East Europe, but may not enter German-controlled hexes in doing so. (In East Poland, Germany controls only those hexes she has entered per rule 7.1; others are uncontrolled.) Russia cannot attack German units, but may move adjacent to them and may ignore their ZOCs. Since neither 43.41 nor 43.5 applies, neither player will get the 25 BRPs until one side or the other controls all East European cities.

43.3 & 43.31 If Russia and Germany go to war, what is the status of Polish forces if they are still on the board?

A. Polish and Russian forces are friendly to each other, but rule 45—Russo-Allied Cooperation—applies. The British player still controls the Poles per 22.1. Poland must conform to Russian option selections, but may join in Russian offensive options without BRP costs to Britain.

43.4 Poland survives the first Axis turn and Russia enters East Europe on an Attrition Option. Must Russia make an attrition die roll against Poland?

A. Only if adjacent to a Polish unit which is east of the Partition Line.

43.41 Does this rule apply if Russia legally declares war on Germany (for example, due to German violation of 43.3)?

A. Yes.

43.5 May Germany attack East Europe in Fall 1939?

A. Only by declaring war on Russia. See 43.41 for the consequences. Note that 43.3 allows the Axis temporary transit to East Poland.

43.7 May Rumania set up its forces in Bessarabia if Russia declares war on it and East Europe at the same time?

A. Yes.

44.2 If the German DoW comes in a Winter turn after the time for the Russian Winter dice roll has passed, is that turn automatically subject to the severe winter penalties?

A. No—the Russian Winter dice roll could not occur until the next Winter turn.

45.3 Could Russia and the Western Allies attack by seaborne invasion in this manner, a second attack being made if the first fails?

A. No. The Sequence of Play requires that invasion fleets be in the target hex before combat die rolls begin. This would violate 45.1/34.3.

Similarly Russian/Western Allied paradrops could not be made in the same hex—an exception occurring if one dropped and was eliminated in the Combat Phase (the other could then drop during exploitation).

45.5 May a Western Allied air base counter be initially placed on, or SRed to, a Russian-controlled hex?

A. Yes, and vice versa. Note however, the prohibitions of 28.14 and that per 28.12/28.15/45.5 the hex would have to be supplied from a Western source.

46.3 How does the Axis player roll "or higher" than a "6"; does this mean Foreign Aid recipients can get +1 DRMs for BRP grants rather than just cancelling out an enemy's BRP grants?

A. No, delete "or higher".

47.3 Can Britain SR a unit into Suez city from England if Gibraltar is lost and the canal has been damaged?

A. Yes.

49.12 & 49.9 France falls; the Axis powers control Tunis but the Allies did not have their 24.42 chance to retake it. Is Tunisia Axis or Vichy; does the Axis receive Tunisia's BRPs next YSS? A. Axis controls Tunisia and do receive the BRPs. Control of all cities suffices for purposes of rule 49.12/49.9.

49.2 Is the city of Vichy a supply source for (1) Vichy units and/or (2) Axis units?

A. (1) Yes; (2) only if Vichy is activated as an Axis Minor Ally.

49.3 May unactivated Vichy units ever be moved outside of Vichy territory (except for movement between Vichy and Vichy colonies)?

A. No—not even if Vichy is being attacked.

49.4 During the Axis Construction Phase, Vichy activation succeeds. Does Vichy activate immediately, so that her fleets may be used for sea escort during Axis SR Phase?

A. No. See the Sequence of Play—the 33.63 die roll, even though it might be automatic, does not occur until the next Axis player turn, between DoWs and option selection.

49.42 Does the -1 DRM penalty apply if Axis forces occupy Vichy territory without "crossing" it?

A. Yes.

49.42 If Britain controls Suez but not Alexandria or vice versa, does the +2 modification apply?

A. Yes, the slash is read as "and/or".

49.5 Suppose Italy controls Lyons and/or Marseilles when France falls. Do they count as Italian-controlled objective hexes?

A. Yes.

49.6 Must the British SR units out of Vichy territory if they can do so, but would rather declare war on Vichy?

A. They must SR out if able to do so and must be given first priority over available SRs.

49.6 The fall of France catches a British airbase counter in the north tip of Corsica. Since Britain can't destroy it (12.5) and can't get it out by SR, will she be forced to declare war on Vichy France?

A. No. The fall of France has placed the counter out of supply; relocate it to London as per 28.15.

49.6 Could British units totally surrounded by Vichy units SR through those units to non-Vichy territory?

A. Yes.

49.6 What is the DoW cost against Vichy France?

A. 10 BRPs, same as a DoW against any other minor country.

Rule Section 35.

Rule 35 has been one of the thorniest and most-questioned since the 1981 rules revision. It has now been extensively rewritten; only sections 35.2 and 35.3 survive as they appear in the 3rd and 4th editions of the rulebook. Rule 35.1 and the rules 35.31 and subsequent are replaced by the following:

35.1 No more than 18 German combat factors (including air, naval, German Minor Allies, and activated Vichy French) may be supplied from any Libyan source, or through any ports or bridgeheads in Africa west of the Suez Canal, so long as the Allies control Malta. (EXC: A Casablanca bridgehead is not subject to this rule.)

35.31 The German player designates which units are to be unsupplied; this is done when normal 27.44 supply determinations are made. The designations may not be altered until the same point of the next Axis player turn, even if supplied or unsupplied units are subsequently eliminated or removed from the area. Air and naval units designated as unsupplied are inverted, and remain so until the next Axis turn.

35.32 Unsupplied units are counted in attrition totals. Ground units unsupplied under Rule 35 but supplied under rules 27.23 and/or 27.24 are not eliminated at the end of their turn and may be SRed.

35.4 Italian units (even if lent) and Italian Minor Allies are never counted toward the limit. Activated Vichy French units count only if they cannot trace a ground supply line to a Vichy supply source in Tunis or Beirut.

35.5 Axis forces in the Eastern Mediterranean which draw supply through Antioch, Beirut, Haifa, Port Said or any of the three Eastern Mediterranean beaches are also limited to 18 combat factors of all types. The limit applies to all Axis units except Vichy French tracing ground supply to Tunis or Beirut. It does not apply to units able to trace a normal supply line through Turkey or Iraq.

35.51 The Eastern Mediterranean limit may be reduced by the Allies in a manner similar to that of 35.2. (There is no minimum of four; it is possible for the limit to fall to zero.) Each Allied air factor (even if inverted) on Cyprus, Crete, Rhodes or within four hexes of all Axis ports or bridgeheads in the area reduces the Axis limit by one factor. Each Allied naval factor based in the four ports (Antioch, Beirut, Haifa, Port Said) reduces the limit by one factor. However, Axis naval factors based in any of the four ports may offset the Allied naval factors; they are subtracted from the Allied naval factors and only those Allied factors in excess of the Axis ones serve to reduce the limit. Inverted naval units of both sides are included in this determination.

35.52 Axis ground units are never automatically in supply because they are within the limits of Rule 35.5; Axis fleets must still supply the appropriate ports or bridgeheads per rules 27.23/27.24.

35.53 All provisions of Rules 35.3, 35.31 and 35.32 apply equally to the 35.5 area.

35.6 All non-inverted Allied and Axis air and naval factors involved in these supply determinations are fully capable of performing normal functions.

35.7 Axis units in excess of the current supply capability may not enter either area by any means except as noted below:

35.71 If the Axis players have no units in the area in question, they may enter it by seaborne invasion and/or paradrop.

35.72 Axis units moving overland (as from Turkey into Syria) are of course under no restrictions. However, if an Allied counterthrust should cut off any part of the axis force, any portion dependent on sea supply would become subject to the provisions of Rule 35.5.

35.73 Axis units moving from Libya across the Suez Canal would be subject to the Libyan limits. Once Port Said or any of the other four ports are captured, they could supply part of this force under the provisions of Rule 35.5.

35.74 Naval units may move or SR into the four eastern ports if their presence will "offset" enough Allied naval factors under the provisions of Rule 35.51 to make room for the factor increase in the area. Note that naval factors could change base during the Movement Phase, offset Allied naval factors, then be inverted—and thus allow both the movement of units already in the area (35.31) and perhaps also the later SR of additional units.

The Avalon Hill Game Company (4517 Harford Road, Baltimore, MD) will provide answers to specific questions on the rules and play of THIRD REICH. Sorry, inquiries on historical or design matters cannot be answered. A self-addressed, stamped envelope must accompany such requests for clarification of the rules.



