

# VICTORY

INSIDER



# NATO

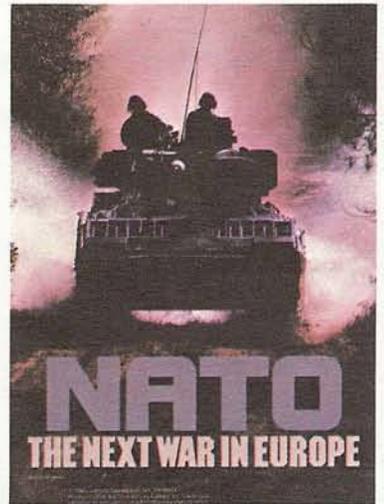
## THE NEXT WAR IN EUROPE

Victory Games Inc.

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name for its simulation of NATO/Warsaw Pact conflict.

# NATO: THE NEXT WAR IN EUROPE

By Bruce Maxwell



*The following article is written by the game's designer. The first part of the article provides a brief description of the game itself. The second part describes the individual scenarios and offers detailed strategies for optimum play. The third part provides some general tips on how to use various game features to their best advantage. The final part of the article contains a completely new scenario.*

If the Warsaw Pact decided to invade Central Europe tomorrow, would NATO smash the invaders on the border, defend doggedly all the way to the Rhine, or collapse like a house of cards? What level of surprise would the Warsaw Pact have to achieve in order to guarantee success? What level of readiness would NATO need in order to guarantee deterrence? Are there any guarantees of anything in such a situation? *NATO, The Next War In Europe*, is a simulation designed to provide players with a model for answering just these kinds of questions. It is also designed to provide players with an action packed game that can be played to a conclusion in a single setting, something very rare for games of its scope.

## GAME DESCRIPTION

NATO is a strategic level simulation of a NATO/Warsaw Pact conflict in Central Europe. The map covers Europe from Belgium to Poland and from Austria to Denmark. Each hex covers fifteen miles of terrain, and each game-turn covers two days of real time. Ground units are represented primarily at the divisional level, though a fair number of independent NATO brigades are included. Air units are represented abstractly through the use of Tactical and Operational Air Attack Points.

The game allows players a great deal of flexibility in moving their troops. Troops may be moved using two different forms of road movement, rail movement, and by air, helicopter, and naval transport.

Combat is executed through a conventional odds system, though with special modifiers for the allocation of Offensive Support (which doubles the supported units) and for Chemical Strikes (which provide a variable column shift). Air Attack Points attack enemy ground units independent of friendly ground units, and may also be used to counter enemy movement capabilities and blunt enemy offensives.

Every effort was made to keep the individual rules modules as simple and clean as possible, while including a separate rules module on each salient aspect of modern warfare. Thus the game has few complex mechanics, but a great deal of breadth. Special rules cover such areas as airborne, airmobile, and amphibious operations, air defense, chemical and nuclear warfare, NATO border troops, the West Berlin garrison, national surrender, refugees, Warsaw Pact militia, and U.S. Reforger reinforcements.

There are three scenarios included with the game: the Strategic Surprise, Tactical Surprise, and Extended Buildup scenarios. Each scenario starts with units in their peacetime positions. Play

begins with a pre-war game-turn during which the players can maneuver their units in preparation for war. Play then proceeds through the first two weeks of the war, or through the first month, depending on how long a game the players desire.

## STRATEGIC SURPRISE SCENARIO

The Strategic Surprise Scenario examines the consequences of a Warsaw Pact surprise attack, launched directly from barracks positions. In this scenario, NATO is caught absolutely flatfooted and must run like hell in order to avoid complete destruction in the opening rounds of the war.

*Warsaw Pact Opening Strategy.* During the pre-war game-turn, the Warsaw Pact player is limited to moving only his units in East Germany, and then only via tactical road movement. He should make the most of this turn to concentrate his various armies along their natural axes of advance.

The 20th Guards Army should be kept around Berlin to take the city on the first turn of war. The 2nd Guards Tank Army should be concentrated along the border just across from Lubeck. The 3rd Shock Army should be concentrated in the salient just north of Madgeburg. The 1st Guards Tank Army and the 8th Guards Army should be concentrated along the border between Kassel and Wurzburg.

During the opening turns of the war, the 2nd Guards Tank Army should be used as a northern pincer, and the 3rd Shock Army as a southern pincer to surround Hamburg. Once this has been accomplished, both of these armies should drive across the Weser and head towards the Ruhr. The 1st Guards Tank Army should be given the objective of taking Kassel and then driving Northwest to the clear terrain behind the Weser. Once there, it should wheel West again and also drive for the Ruhr. The 8th Guards Army should be used to support the 1st Guards Tank Army by shouldering some of the initial offensive action around Kassel, and then providing flank security against a U.S. counterattack from the south. In the far South, the Olomouc and Boleslav armies should drive towards Nurnberg, and then wheel South to seize the belt of cities from Munich to Ulm.

The Warsaw Pact has overwhelming conventional superiority in this scenario, a superiority which is made almost absolute if he uses chemical warfare. Therefore he should not be worried especially about destroying NATO units. Rather, his objective should be to advance his forward units as far as possible, as fast as possible, without regard for his flanks. The key to victory is a successful drive into the Ruhr city complex.

In line with the emphasis on high speed advance, the Warsaw Pact player should make maximum use of his air power to interdict NATO ground units, since these units start the scenario scattered all over the map. A deliberate interdiction strategy can prevent the NATO player from ever assembling enough units at the front to form a line. Therefore resist the temptation to pound targets along the front: pin them in the rear instead.

The adroit use of airborne and amphibious troops is an essential to success in this scenario. On the first turn of war, the War-

saw Pact player should drop at least one regiment of airborne troops on each of the U.S. Reforger sites along the French border. This action will eliminate most of the U.S. reinforcements. The Warsaw Pact player should use his one available Helicopter Transport Point to drop an airmobile unit behind the West German division defending Kassel, thus setting up a Flank Attack against this unit in conjunction with the 1st Guards Tank Army.

The Warsaw Pact player lacks sufficient troops to be able to afford to send a whole army up into Denmark. He should therefore attempt to take Denmark entirely through the use of his specialist troops. On the second turn of war, the Warsaw Pact player should allocate every single point of air, helicopter, and amphibious transport to placing airborne, airmobile, and amphibious units adjacent to Danish city hexes (note that these units cannot be placed directly into these hexes since enemy city hexes can only be entered via tactical road movement). As Denmark's territorial reinforcements do not arrive until the NATO player-turn of game-turn four, this action gives the Warsaw Pact player two more player-turns to seize the number of cities required to force Denmark to surrender.

*NATO Opening Strategy.* The NATO player is denied any opportunity to move during the pre-war turn. He must therefore watch passively as his front line units are blown to pieces during the first turn of war. Once the NATO player does get to move, his survival requires that he should avoid battle anywhere east of the Weser, in the North, and anywhere south of Wurzburg, in the South, for as long as possible. Disregarding Hamburg, which is a lost cause, the NATO player has quite a bit of ground to give on both of his flanks before he loses a major city. He should give up this ground, keeping his forces intact and trading space for the time to bring up reinforcements. Only when the NATO player is forced back across the Weser, in the North, and into the city belt from Munich to Ulm, in the South, should NATO stand and fight.

A prime NATO tactic in this delaying phase is to move two steps worth of units (i.e. a force which exerts a Zone of Delay) next to the lead units of an opposing army, while retreating all other friendly units out of range of that army's next move. The sacrifice force pins the whole army down for an entire turn at a cost that would certainly be exacted anyway were that army free to advance unhindered. In addition, the NATO player should not waste his air power trying to knock steps out of his opponent. Rather, he should use it for road interdiction missions against large enemy stacks. In this manner the NATO player can buy a great deal of time.

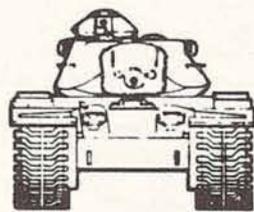
While running like hell on the flanks, the NATO player should concentrate as much as possible in the center. His prime objective is the defense of the Ruhr, and hence it is in the center that he must hold as firmly as possible. Forces should be stripped from each of the flanks and sent to the center, and the center should receive the lion's share of reinforcements. In this way, the NATO player may be able to prevent the Warsaw Pact from actually penetrating into the Ruhr without losing his entire army in piecemeal battles.

One of the biggest decisions that the NATO player must make is whether to defend Denmark or not. If the Warsaw Pact player plays properly, Denmark should be a lost cause. However, if the Warsaw Pact player is outrageously unlucky, or fails to press Denmark sufficiently hard, the NATO player would be well advised to try to hold the country. This can be attempted by sending the West German 6th Panzergrenadier Division up the neck of Schleswig-Holstein to hold Flensburg and by whisking two West German Luftland airborne brigades into Denmark at the first opportunity to hold Danish cities against Warsaw Pact airborne and amphibious attack. Properly managed, such a move can force the Warsaw pact to divert the entire 2nd Guards Tank Army up into Denmark and away from the crucial drive on the Ruhr.

#### TACTICAL SURPRISE SCENARIO

The Tactical Surprise Scenario examines a situation in which NATO detects a Warsaw Pact invasion buildup and mobilizes 48 hours before it is actually launched. This warning time allows NATO frontline units to form up along the border and greatly enhances the survivability of NATO's air force. Concomitantly, however, the increased scale of the buildup undertaken by the Warsaw Pact provides for a much more powerful opening blow and a quicker stream of Pact reinforcements.

*Warsaw Pact Opening Strategy.* During the pre-war game-turn, the Warsaw Pact player may move all of his onmap units and enter all of his Polish and Czech Category I reinforcements using all available means of transport. The Warsaw Pact player is therefore able to concentrate his forces almost anywhere he wishes along the border. It would be presumptuous to suggest that there is a single optimum strategy when so many different axes of advance can be pursued. Nevertheless, the Warsaw pact player faces two basic choices. One choice is to mass all of his forces along the East German border for a knockout blow across the North German Plains. This strategy requires that the bulk of the forces in Czechoslovakia and Poland be channelled Northwards, leaving only a thin screen of troops along the Czech border.



#### Weapons of the NATO Alliance

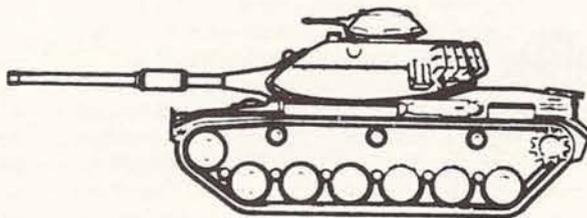
##### M60A1 Mobile Battle Tank

##### ARMAMENT:

1 - 105-MM MAIN GUN

1 - 7.62-MM COAXIAL MACHINE GUN

1 - .50-MACHINEGUN IN COMMANDER'S CUPOLA



##### RECOGNITION FEATURES:

(1) WEDGE-SHAPED TURRET

(2) BORE EVACUATOR TWO-THIRDS DOWN FROM MUZZLE

(3) SIX ROADWHEELS WITH SUPPORT ROLLERS

Alternatively, the Warsaw Pact player can adopt a broad front strategy aimed at pressing NATO all along the line. In this case, the best approach is to support four major thrusts: 1) North of Hamburg, and thence into Denmark, 2) through Kassel, and thence towards the Ruhr, 3) through Wurzburg, effectively splitting NATO in two, and 4) towards Munich, and the city belt behind it.

The North German Plain strategy aims at the outright destruction of the NATO forces in Northern Germany during the first three turns of war before they can be effectively reinforced by U.S. troops from the South. If it succeeds, the Warsaw Pact player should be very close to the Ruhr by the end of two weeks. The broad front strategy, on the other hand, aims at exacting a high rate of attrition all along NATO's line, with the expectation that as NATO's line thins towards the end of the game, the Warsaw Pact player should be able to break through in several different places and seize a large number of minor cities all along the front.

My experience to date indicates that the broad front strategy is generally more effective. Firstly, it forces NATO to defend everywhere. This means that NATO is less able to concentrate at a specific time and place for a serious counterattack. Secondly, because the Warsaw Pact player is in a position to strike anywhere along the line, albeit with less concentrated firepower, he can take advantage of local opportunities wherever they arise. Today's local opportunity is often tomorrow's major breakthrough.

Thirdly, the North German Plains strategy relies very heavily on keeping NATO off balance through a process of continuous breakthroughs. If the Warsaw Pact player ever runs out of steam for even one turn, NATO can form up a line of solid Corps (two division stacks) in the North, using rail movement to transfer units from the South. Once this occurs, the Warsaw pact player will find it very hard to regain his momentum. Finally, the Warsaw Pact player is especially vulnerable to NATO's superior airpower when advancing across the naked plains of Northern Germany. Whole armies can be battered to pieces on these plains. Taken together, I recommend that the Warsaw Pact player develop a number of different thrusts in his original pre-war deployment, and try to keep NATO guessing as to which is the main thrust.

Whichever strategy the Warsaw Pact player adopts, he should deploy all of his armies in East Germany along the border during the pre-war game-turn, leaving West Berlin to be taken by whatever Polish units cannot be moved forward for lack of rail

capacity.

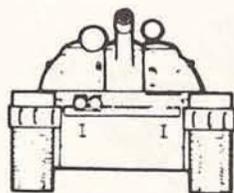
Since NATO cities are considerably harder to come by in this scenario than in the Strategic Surprise scenario, it is essential that the Warsaw Pact player pick up Denmark. Once again, if this can be accomplished solely by airborne, airmobile, and amphibious troops, the Warsaw Pact player will be in a much better position than if he has to send a whole army up the neck of Denmark. The key to achieving this end is a little technique called the "Danish Gambit."

The Danish Gambit is played as follows. On the first turn of war, the Warsaw Pact player uses every available transport point to land airborne, airmobile, and amphibious units adjacent to Copenhagen. He must manage his landings so that Copenhagen is entirely surrounded by Pact units and sea hexes, and therefore vulnerable to a Flank Attack. He allocates both of his Operational Air Attack Points to attacking the Danish Sjaelland Division in Copenhagen itself, hoping to knock a step out of it. He then launches a ground attack with his adjacent specialist units, preferably supported by a chemical strike.

Two times out of three, this strategy will knock Denmark out of the war immediately. Once Copenhagen is taken, the Warsaw Pact units on the island are back in supply (convenient if the Marine HQ sank in the assault), and all of the specialist troops are then available for further operations on the mainland.

*NATO Opening Strategy.* During the pre-war game-turn, the NATO player may move only his non-French units in West Germany, and then only by tactical road movement. Nevertheless, this movement is sufficient to place a considerable number of NATO units up along the border. The key strategy is not to defend too far forward. The NATO player should deploy his troops so that they form a continuous line exactly three hexes from the border. This deployment means that all Pact mechanized infantry divisions will be unable to move more than one hex into West Germany on the first turn of war, and that only Pact tank divisions will be able to attack NATO units on that turn.

These consequences stem from the fact that the West German border hexes act like NATO Zones of Delay on the first turn of war. A Pact mechanized infantry division has a Movement Allowance of Four, and like all units must pay one extra Movement Point to enter or leave an enemy Zone hex. Thus a Pact mechanized infantry division along the border at the start of the first turn of war would have to pay two Movement Points for the first West German hex entered, and two for the second hex West German entered. If the second hex entered is also in a NATO

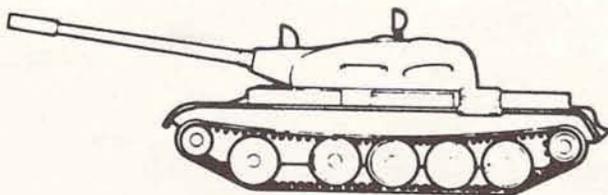


## Weapons of the Warsaw Pact

### T-55 Main Battle Tank

#### ARMAMENT:

- 1 - 100-MM MAIN GUN
- 1 - 7.62-MM COAXIAL MACHINE GUN



#### RECOGNITION FEATURES:

- (1) FIVE ROADWHEELS; GAP BETWEEN NO. 1 AND NO. 2 ROADWHEELS; NO SUPPORT ROLLERS
- (2) DOME-SHAPED TURRET
- (3) EVACUATOR AT END OF MUZZLE
- (4) FLAT ENGINE DECK

Zone, the mechanized infantry division lacks the extra point required to enter it. This strategy allows NATO to defend as far forward as possible without getting clobbered at the outset.

A second very important NATO strategy is to defend Denmark as heavily as possible. He must use air ferry during his pre-war game-turn to move two West German Luftland brigades into Copenhagen, thus thwarting an easy Warsaw Pact campaign against the capital.

A minor but crucial point is that the NATO player must be very careful to garrison his Reforger Sites during his pre-war game-turn. A failure to garrison these sites before the reforger units appear will allow the Warsaw Pact player to inflict heavy losses on NATO for the cost of a couple of airborne regiments.

The NATO player will find that his opponent will inevitably outflank Hamburg from either the North or the South, necessitating an abandonment of Schleswig-Holstein and a retirement to the Weser. However, the following strategy can cause the Warsaw Pact player a good deal of grief. The NATO player should leave two NATO divisions behind, one in each of the city hexes of Hamburg. Preferably, these divisions should be West German, since West German units can use Hamburg as a source of combat supply.

Back to back, these two divisions are invulnerable to flank attack. Furthermore, since they occupy key city hexes, they are very hard to dig out. The Warsaw Pact player is faced with the alternatives of either spending one or two whole turns doing nothing but attacking Hamburg, or bypassing the city and leaving two powerful West German divisions in his rear. This gambit is generally well worth the eventual loss of the West German units.

Once the first turn of war has passed, NATO should defend as far forward as the situation allows. The belt of rough terrain running from Hannover to Wurzburg forms an ideal defensive position, and the NATO player should attempt to hold onto it for as long as possible. This will often mean absorbing an extra step loss in order to avoid retreating. The most critical piece of terrain for NATO is the Weser river. Once the Warsaw Pact has breached this river, NATO tends to collapse fairly quickly.

Perhaps the most difficult decision to make in this scenario is whether to launch a counteroffensive. By "counteroffensive", I refer to a full-blown NATO counterattack backed by the lone NATO Offensive Support Marker. This action can totally unhinge the Warsaw Pact player's plan of action if timed correctly. On the other hand, the concentration required for the counterattack can easily leave other parts of the line fatally weakened. Inevitably, this decision depends upon local circumstances, and cannot be answered in the general case. However, having been burned by many of my own counterattacks, let me offer two pieces of advice.

The first is that if the NATO player wishes to counterattack, he should ruthlessly avoid using his air power to attrite Warsaw Pact attacks on his own units. Instead, he should use his air points to weaken the point that he intends to counterattack, and to interdict adjacent Warsaw Pact stacks which might otherwise be able to plug the hole he intends to create. The second is that he not counterattack anywhere near one of his opponent's main axes of advance. This strategy may do his opponent a lot of damage, but it won't secure a breakthrough.

Instead, the NATO player should attack somewhere where his opponent's line is very thin, make a breakthrough, and then head straight for one of his cities. This strategy will force his opponent to divert reinforcements piecemeal to a sector where he can't generate any real mass. The net effect on his own offensives will be much greater than a frontal assault.

In testing, we found that a counterattack into Czechoslovakia or back up the Hof Gap (towards Karl Marx Stadt) was frequently the most effective approach, especially since NATO generally has good striking power on this front even before reinforcement.

The NATO player should be particularly alert to the possibility of suddenly railing a large striking force to a weak spot in the Warsaw Pact line. NATO's interior lines of communication can be exploited in this fashion to generate instant counteroffensives against points which the Warsaw Pact player cannot possibly

reinforce for one or two game-turns. Good planning, rail movement, and deliberately applied air power are the ingredients for a successful counterattack.

## EXTENDED BUILDUP SCENARIO

The Extended Buildup Scenario examines a situation in which both sides have prepared for war for some time before hostilities actually commence. NATO is not at all surprised by the timing of the attack. Both sides are ready to pour reinforcements and reserves into the fray, and the total amount of ready firepower is staggering. The level of destruction in this scenario far outstrips either of the other two scenarios. On the other hand, the high unit density makes for much stronger lines, and hence a greater ability to absorb punishment without breaking. Play in this scenario generally falls into two phases. In the first phase, each side pounds the other in a brutal war of attrition. In the second phase, whichever side has lost the war of attrition suffers a major breakthrough, and the game enters a more mobile state.

*Warsaw Pact Opening Strategy.* The Warsaw Pact player faces a much smaller range of options in this scenario than he does in either of the other two scenarios, largely because NATO will be able to defend with whole Corps-sized stacks regardless of where the Warsaw Pact player chooses to attack. Generally speaking, the Warsaw Pact player's best axis of attack is across the North German Plain between Hannover and Hamburg. The reason for this is the simple fact that this axis contains most of the NATO cities near the border, and hence it is the only axis where a modest advance will harvest a fair number of Victory Points. Elsewhere, the Warsaw Pact player would have to achieve a major breakthrough in order to garner any Victory Points.

A second, and somewhat riskier strategy, is to make the main push between Kassel and Hannover. A breakthrough across the Weser in the early stages of the game will yield truly wonderful results in that it will outflank NATO's defenses around Bremen and hence collapse NATO's entire Northern defense. On the other hand, the defensive terrain in this sector is excellent. If the breakthrough does not materialize early on, the Warsaw Pact player will quickly stop dead in his tracks.

Regardless of where the Warsaw Pact player chooses to make his main effort, he should be extremely careful to place all of his resources squarely behind this effort, and nowhere else. The Warsaw Pact player cannot hope to break NATO except by inflicting a very high rate of attrition along a very narrow front. This strategy requires meatgrinder tactics utilizing at least three armies shoulder to shoulder, each with Offensive Support and backed by all of the air power available (and chemicals too, if used). The fourth Offensive Support Marker should be used to maintain a secondary front as a diversion, or to meet the inevitable NATO counterattack when it materializes.

The Warsaw Pact player must always be careful to station a second echelon army immediately behind his breakthrough sector, ready to take over when a forward army gets depleted, or to exploit a breakthrough if one is achieved.

The Warsaw Pact player gets a reinforcement army each game-turn for the first four turns of war (Category II divisions arriving from the Western Military Districts of the Soviet Union). These armies are small and weak, and thus poor candidates for Offensive Support. Therefore, they should not be used in the breakthrough sector. They are quite useful, however, for shoring up weak sections of the line, providing flank security, or countering NATO counteroffensives.

One of the most difficult decisions facing the Warsaw Pact player is whether to go after Denmark or not. Denmark is so heavily defended at the start of the scenario that it is fairly proof against an attack by purely airborne, airmobile, and amphibious troops. To take the country, the Warsaw Pact player will have to allocate at least one, and possibly two armies, which will be mercilessly exposed to superior NATO airpower all of the way up the neck of Denmark. Further, these armies will be sorely missed when the Warsaw Pact reaches the Weser. On the other hand, the six Victory Points that come with Danish surrender look very at-

# 1809 DESIGNER'S NOTES

By Kevin Zucker

The 1809 Campaign is known for its culminating battle of Wagram, one of the costliest victories of Napoleon up to that time. In addition to that victory was a defeat at Essling and one victory that slipped away. Both of the latter were firsts for Napoleon, and proved that he was no longer the unconquerable victor of Austerlitz. His Spanish campaign of 1808 had been inconclusive, and his very next campaign in Russia was way beyond his abilities. He was, in short, already tottering on the edge of a decline.

He did manage to win the 1809 campaign, but it took three months of negotiations afterwards to clinch the spoils. In addition, the near success of the Austrians raised hopes throughout Germany. For public opinion, this was a pivotal year of the turning against Napoleon, and it may be that no victory could have prevented that turning except one which led to a withdrawal of French troops quartered in Germany. Wagram was not a great victory, but it was better than Borodino, Lutzen and Dresden in that it did lead to a cessation of hostilities. Because of its fame, players will probably seek out the Wagram scenario in *1809*, but I urge them to consider the Campaign scenario.

## Administration in 1809

If the rules to the game could be compared to a machine, the Administrative Points (APs) would be the "governor," a small part which controls the activity of all the other parts. If compared to a living being, the APs would represent the heart. It is extremely important then that the levels of APs available to the players not be arbitrarily chosen, but based as closely as possible on the effects we see in history.

The Administrative Points perform two functions. First, their expenditure is required to order a force's movement. Second, having fewer accumulated APs results in higher March Attrition. If the Accumulated AP level is low, not only will forces be required to move under an Initiative die roll (the alternative to having an AP expended for their movement), but the marches they make will be shorter since attrition can be kept in bounds only by limiting march distances. This regulating effect is not a rigid limit; players will at times have to move without regard to attrition effects in order to bring the enemy to battle or complete a telling maneuver.

Players have the freedom to expend large amounts of APs to keep all their forces in motion, but after several turns of this, their APs will begin to run out and attrition will become a serious problem. At this point, a halt will have to be called so that APs can be accumulated. Here, the player who has hoarded APs will be able to hound an exhausted army, though it is likely that to some extent a player will be forced to match the level of APs expended by his more prolific opponent.

How, then, were the available levels of APs determined? Obviously there is nothing in the historical records we can refer to which is analogous to APs. They are not a static thing, like an army staff or a quantity of wagons, foodstuffs or money. They represent a dynamic — a question of how well all those components of the Administration were put to use. They are sort of an overall Army Effectiveness rating. The personality of the Commander-in-Chief would have a lot to do with this, but the contribution of his Chief of Staff would be equally important. Lack of resources would be a factor. Ultimately, it is much easier to determine the effects that these imaginary APs had in the actual campaign on attrition and tempo. For this purpose, we needed to determine the historical attrition, which required a complete idea of all the troops coming into the theatre.

## Attrition in 1809

Including the reinforcements which appear on or before 5-6 May, the French Army begins the campaign with 189,000 men. Losses during the Abensberg-Eckmühl phase were 10,000, plus the 3,000 men of the 65th Rgt. captured at Regensburg. There were then 176,000 with the army on the morning of 24th April (Table 1). At the battles of Neumarkt and Ebelsberg, 3,700 men were lost. That leaves 172,300 nominally still with the colors.

We know that on about the 16th of May, the French Army numbered 167,000 men in its infantry and cavalry formations. We can conclude, then, that March Attrition exceeded replacements by 5,300 men in the period up to the 16th of May. We know too that French replacements in the same period were 12,600, so that March Attrition should have been 17,900. Considering the rapid pace of operations, that is a rather low figure.

From 19th April to 16th May is fourteen game-turns. At the end of the period, the largest forces, those most susceptible to attrition, were Davout's with 18,000, Massena's with 26,000, and Oudinot's and Vandamme's with 12,000 each. (Lefebvre's corps was actually operating as three separate columns against the Tyrolese insurgents). Massena's units were down 7,000 from their initial strength of 33,000. If we assume that Massena's combat losses were equal to the replacements he received, his march attrition could be estimated as 7,000 men, or two-fifths of the army's total march attrition in the period.

Davout's force as composed on 19-20th April was also reduced by 7,000 men in the period. However, his III Corps took the brunt of the Austrian offensive at the outset of the campaign, so its combat losses were probably greater than the replacements received by about 2,000, making its total march attrition for the period 5,000 men. The remaining 5,900 men lost to march attrition were spread out among Oudinot, Vandamme and the other French leaders.

Knowing what levels of attrition are desired, it was simple to work backwards to the number of APs the French needed to begin the campaign. Massena's loss should be 1 SP when marching 5 movement points, on an average die roll of 3 or 4, after his strength falls to 30 or below. For Davout, who has a Bonus Point, attrition losses would average  $\frac{1}{2}$  SP under the same conditions, assuming these long marches were made only in good weather. Massena would be able to make seven such marches in the fourteen game-turns of the period, and Davout ten, without likely exceeding historical attrition rates. To achieve these attrition rates, the French need to be on the "22-43 APs Accumulated" column on the Attrition Table. In order to allow the French to remain on this column throughout the period, and still move along at a historical clip, I put them near the high end, with 37 APs.

Our working figure for Attrition still lacks historical documentation; we need to proceed further into the campaign to check its accuracy (see again Table 1). Our figure for French losses at Aspern-Essling is 20,000. If this figure is combined with the previous combat loss figures, the total is 33,700; including casualties from the 65th Rgt., (captured) would make it 35,000. Of that total, the proportion of wounded can be estimated as 70%, or 24,500. The actual number of men in hospitals on the 1st June was 46,400 (from among the formations we are concerned with), which means approximately 22,000 were hospitalized due to non-combat attrition between the start of the campaign and the 1st of June. This is in line with our attrition figure of 17,900 up through 16th May.

\* \* \* \*

While the French were making their rapid march down the Danube, the main force of Austrians under Charles was hastening across the mountain pass at Cham and into Bohemia. They paused for one day at Budweis, and then recommenced their march on Vienna (see Table 2). In game terms, this march cost 29 APs and 36 Strength Points to Attrition, after adjusting the March Phasing to minimize attrition.

Following this 236-mile march, these five forces continued to lose an average of 760 men per corps per turn through May 19th. On the Attrition Table, this would require no more than four to six APs Accumulated, with marches of two or three MPs. And that is where the Aspern-Essling Scenario begins.

**The Real Administration**

This is how the AP levels were determined, but what factors are involved in the Army Administration, the actual stuff represented by the APs? There are two broad categories: General Staff, including troop movements and intelligence; and Support Services such as commissary, paymaster and medical. For the Administration to perform effectively, these elements would have to be in good working order.

**Rating the General Staff**

What is the basis for quantifying the efficiency of the army staff? A convenient measure is the amount of time it takes to deliver orders and communications. That is, what use does the staff make of its time?

Here we see Napoleon's best advantage. The time it took for an order of his to be drafted, delivered, executed, and reported back to him was done on a 24-hour schedule, while the Austrians rarely found their orders carried out in less than 24 hours.

Consider the following example from Petre's history: "Pire', despatched by Davout at 7 PM on the 21st, covered the 37 miles of dangerous, crowded road which separated him from the Emperor in 7 hours, and was shown into Napoleon's quarters at 2 AM." With the detours required on his way, his average speed was 5.3 m.p.h.

Davout had fought the Austrians until dusk, after 6 PM. Pire' was an important field commander who was sent because Napoleon refused to heed Davout's written despatches. Davout had already sent no less than six reports to Napoleon through that day, but Pire's arrival half-hour report on the battle changed the entire picture, and every decision concerning the next 24-hour's operations was made between 2:30 and 4 AM — the last moment when marching orders for the dawn could be sent.

Of the seven orders drafted, one attached Wrede to Bessieres, one concerned defensive positions at Ingolstadt; and one to Bessieres described the other orders, since Napoleon felt confident with Bessieres' initiative.

One cannot find a lot of wasted time in the staff process, from Pire's hurried ride (commencing minutes after the battle's end) to the despatch of the next morning's orders — unless it be with Napoleon's stubbornness in sticking to his preconceptions. But by operating near peak efficiency, Napoleon and his staff were able to issue only four "movement commands."

On the same morning, the Austrian Archduke Charles issued his movement orders at 8 AM — four hours after Napoleon's — for an attack on Davout to commence between noon and 1 PM. With at least four hours' headstart, the 35,000 troops of Davout were able to escape a blow by 74,000 Austrians. The Austrian orders were changed to meet the French counter, but were issued so late that 32,000 men were unable to engage the French during the decisive battle that day. These Austrian orders were stymied due to quicker French staff-work. The Austrians were forced to react to a *fait accompli*, their own initiative was lost, and the successive waves of orders

**TABLE 1: FRENCH ARMY STRENGTH LEDGER**

As of 19 April	189,000
Losses at Abensberg-Eckmuehl	-10,000
65th Rgt. captured at Ratisbon	-3,000
As of 24 April	176,000
Losses at Neumarkt & Ebelsbg.	-3,700
As of early May	172,300
March attrition: 19 Apr. - 16 May	-17,900
Total replacements: 23 Apr. - 16 May	12,600
As of 16 May	167,000
Losses at Aspern-Essling	-20,000
As of 23 May	147,000
Reinforcements (Eugene's Army of Italy, Marmont's XI, Grenier & Grouchy)	37,000
Replacements: 21 May - 27 June	54,000
March attrition: 17 May - 1 July	-30,000
As of 4 July, 1809	208,000

**TABLE 2**

**CHARLES'S MARCH FROM CHAM TO BUDWEIS: 28 APRIL - 5 MAY**  
 Duration: 4 turns  
 Average March: 25 miles per turn on Primary Road  
 Phase Breakdown: 4 March Phases & 1 Reaction March  
 March Distance per Phase: 5 MPs.  
 Number of Forces: 5  
 Composition of Forces (Strength): I(28), II/IR(20/12), III(13), IV(15), Klenau (8).  
 APs Accumulated: 14-21  
 APs Expended: 12  
 Weather: Mud  
 Attrition Result: I(11), II/IR (inc. Chas. ★ 10), III (marched two turns longer, 4), IV(3), Klenau (2).

**CHARLES' MARCH FROM BUDWEIS TO VIENNA: 7 - 15 MAY**  
 Marches:

- Budweis - Weitra (March 5, Reaction 2) - 8 May
- Weitra - Zwettl (March 4) - 10 May
- Zwettl - Neupoella (Extended March 9) - 11 May
- Neupoella - Mold (Reaction 4) - 12 May
- Mold - Wetzdorf (March 5) - 13 May
- Wetzdorf - Goellersdf (March 5) - 15 May

APs Accumulated: 22-43  
 APs Expended: 17  
 Weather: Mud  
 Strengths: I(17), II/IR(22), III(9), IV(12), Klenau (6).  
 Resulting Attrition: I(4), II/IR(5), III(2), IV(3), Klenau (1).  
 Total Attrition 28 Apr. - 15 May: I(15), II/IR(15), III(6), IV(6), Klenau (3).  
 Adjusted to Play: I(12), II/IR(12), III(5), IV(4), Klenau (3):  
 Total is 36.  
 Replacements and Ldw.: I(8), II/IR(7), III(26), IV(12), Klenau (5).



cancelled each other out.

### The Support Services: The Commissary

Feeding the troops meant supplying 28 oz. of bread, 4 oz. of rice, plus meat and wine to each soldier every day. The quantity of the ration varied. Odier, writing after the wars, gave ½ litre as the wine ration. Rice and bean rations of one ounce were considered a minimum by Napoleon. An order of 14 May 1809 specified sustenance:

*Independent of their bread ration of 24 ounces, soldiers will receive:*

- at breakfast, soup and 1/16 pint eau-de-vie.
- at dinner, soup, six ounces of meat, beans and a demi-pot beer or wine.
- at supper, beans and a demi-pot beer or wine.

*The ration comprises 24 ounces of bread, 4 ounces soup, 6 ounces meat, 2 ounces rice or 4 ounces beans, 1/16 pint eau-de-vie, 1 pint beer or 1 bottle of wine, every day.*

To provide these vast quantities required billeting on the population or else local purchases at inflated prices, thousands of wagons and river barges, and independent drivers and teams. Each shipment was organized by an agent of transport detailed from Headquarters. Further, forage was seized locally by the troops themselves, receipted for and paid after the war.

Odier says a division of eleven thousand men would theoretically be assigned 51 caissons. If each carried 1.2 tons, there would be 12 lbs. of capacity per man. Exactly ⅓ are devoted to food, 30 of those to bread. The cost of one month's rations for eleven thousand men is calculated as 81,438 francs. (These are 1809 prices, derived by reducing Odier's figures by 58'.) The cost of feeding the French army of 200,000 in 1809 would have been 1,480,700 francs per month.

Odier also estimates that transport of a year's provisions for a corps of 40,600 men would cost 504,000 francs, or 210,000 francs per month for the army of 1809. These figures are of course theoretical, and the French Army could not have transported its full ration requirements even if that had been the intention. Almost everything except bread was gotten locally, and even bread was transported from central bakeries within the theatre.

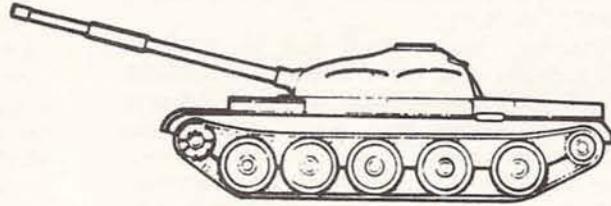
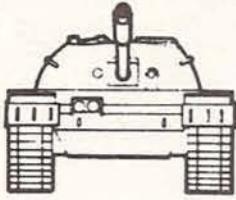
### The Treasury

Napoleon brought 20 million francs into Germany at the start of the 1809 campaign, an amount considered adequate for three months. A further fourteen million francs of the Austrian treasury were captured on the occupation of Vienna, but this sum was probably not even employed for war purposes. Further forced contributions were levied on the Austrians in 1809, which went towards the army's payroll. The pay owed the army for the period May to August alone amounted to 33 million francs.

The June and July wages were the first to be paid not by the French treasury, but entirely from contributions from the occupied territory. For the purpose of collecting these contributions, the "circles" of Korneuburg, Krems, Znaiem, Bruenn, and Pressburg were organized. Funds taken from Vienna were also employed as wages. In the two months prior to July 12th, the French had drawn nearly ten million florins (31 million francs) from the city, and demanded enormous requisitions of supplies. On 15 July, Count Daru was ordered to initiate the collection of these contributions in the amount of 100 million in paper, with which to pay without delay, the army for June, July and August. This order was repeated on 7th September.

An indemnity of 200 million francs had been imposed on the Austrian provinces after mid-July. By 30th September, however, only 50 million francs had been received. The Treaty of Pressburg, signed on the 14th of October, stipulated a balance of 85 million francs, to make a reduced total indemnity of 135 million francs. These cash payments were a primary war aim: to make the war pay for itself. Probably, even after deducting the costs of feeding and billeting the troops, paying their salaries, and purchasing all their equipment, the French made a profit of about 70 million francs on this campaign, though it's doubtful they ever collected the whole amount.

The cost of the campaign over a three month period can be broken down ever further. The cost of provisions for one man could be about 30 francs, or six million total for an army of 200,000. Forage for each horse: 50 francs or 2.5 million for 50,000 horses. Salary for each soldier, around 42 francs, or 8.4 million. Hospital costs, 8.7 francs, 1.7 million total. Transport of provisions: 3.1 francs per man; 630,000 in all. Other costs would total 10.5 francs per man for 2.1 million, and 35.5 francs per horse for 1.7 million. The total cost: 23 million francs.



## Weapons of the Warsaw Pact

### T-62 Main Battle Tank

#### ARMAMENT:

- 1 - 115-MM MAIN GUN
- 1 - 7.62-MM COAXIAL MACHINE GUN
- 1 - 12.7-MM AA MACHINEGUN

#### RECOGNITION FEATURES:

- (1) SMOOTH, ROUND, PEAR-SHAPED TURRET
- (2) LONG GUN WITH EVACUATOR ONE-THIRD DOWN FROM MUZZLE
- (3) FLAT ENGINE DECK
- (4) FIVE ROADWHEELS; LARGE GAPS BETWEEN NOS. 4 AND 5 ROADWHEELS; NO SUPPORT ROLLERS

#### ◀5

tractive when so very few other NATO cities are within easy reach. If the Warsaw Pact player uses chemical warfare, he should probably spare an army or two against Denmark. If he does not use chemical warfare, however, NATO's airpower will generally rule out this move.

Since Denmark is too well defended to succumb to specialist assault, and since NATO's reforcer sites will also be defended, the Warsaw Pact player must come up with an innovative use for his specialist troops. The marine units can generally be used along the Danish neck to support a landward advance. They are especially useful for creating a Flank Attack against Kiel or Flensburg. The airborne and airmobile troops should also be used for Flank Attacks, or used en masse to isolate a whole sector of NATO's line from reinforcement.

*NATO Opening Strategy.* During the pre-war game-turn, the NATO player may move all of his units outside France by any means available. NATO can thus form a very solid line all along the border. Since the Victory Conditions do not require the Warsaw Pact player to take very many cities, the NATO player should defend as far forward as possible and trade units for space ruthlessly.

This is the one scenario in which NATO may be able to defend east of the Weser. If the Warsaw Pact player does not use chemical warfare, the NATO player should make every effort to hold onto Hamburg. This will require a tenacious defense of the forest strip connecting Hamburg and Hannover. The other critical piece of terrain is the Weser river between Minden and Kassel. This sector offers excellent defensive terrain, and a stubborn defense here can bleed the Warsaw Pact white in fruitless frontal assaults. The loss of this line, however, will seriously unhinge operations farther North.

The best part about this scenario is NATO's substantial capacity for generating a counteroffensive. NATO has the troops and the airpower to make a serious dent in the Warsaw Pact line. Because the mechanics of the NATO Offensive Marker allow the NATO player to put only one nationality at a time on the offensive, the best choice is the West Germans, whose troops are most abundant. The greatest concentration of West Germans is in the West German I Corps stationed in the North. These two facts encourage the following NATO strategy, which, in testing, turned

out to be remarkably effective.

During the pre-war game-turn, the NATO player should shift the three West German divisions of the III Corps as far North as possible, sending the British I Corps to the South to fill the gap. This move places seven or eight West German divisions between Hannover and Hamburg. This area is precisely where the main Warsaw Pact axis of attack can be expected to fall. However, during the first and second turns of war, the only major Warsaw Pact army that can attack into this sector is the Soviet 3rd Guards Shock Army. Later it will be reinforced by three or four follow on armies, but at the start it must operate alone. This is precisely when it is most vulnerable.

A careful examination of the terrain in this area will reveal that the 3rd Guards Shock Army is cut off from the 2nd Guards Tank Army to the North by Hamburg and the Elbe. It is cut off from the 1st Guards Tank Army to the South by Hannover and the Harz mountains. If the NATO player hits the 3rd Guards Shock Army on game-turn three with the entire weight of the reinforced West German I Corps, using the Offensive Support Marker he receives on that turn, he can decimate it in two quick turns. The terrain prevents the Warsaw Pact player from immediately reinforcing the stricken army, and a NATO success here totally unhinges the 2nd Guards Tank Army to the North. Carefully played, this counterattack can knock the Warsaw Pact player back across the border before he knows what hit him.

Success, however, can be a player's worst enemy. The key to using this strategy effectively is knowing when to withdraw again. The 3rd Guards Shock Army can be reinforced by two Polish armies and by two Soviet Category II armies two turns after the initial West German counteroffensive. If the NATO player fails to pull back when these forces arrive, he risks getting completely enveloped. Furthermore, the success of the counteroffensive is very likely to prompt the Warsaw pact player to initiate chemical warfare, if he has not done so already. Once the West Germans have wiped out the 3rd Shock Army, they should be withdrawn into defensive positions immediately.

No doubt, there are a great many other innovative approaches for a NATO counteroffensive. However, wherever the NATO player chooses to counterattack, he should be careful that he has not seriously stripped his line in other sectors. The Warsaw Pact player still packs an enormous punch, and a poorly conceived

counterattack is the surest way for NATO to lose this scenario. Neither side has much margin for error when the Victory Conditions are so tight.

### GENERAL POINTS OF PLAY

**Air Power.** Most players naturally tend to use their air power to knock holes in opposing units. This is frequently not the best use of air power. The NATO player should be very conscious of using road interdiction against large Warsaw Pact stacks, especially during the opening turns of war. The cumulative effects of such delaying actions can sometimes make an enormous difference in the course of play. Similarly, the Warsaw Pact player can make very effective use of road interdiction to block NATO reinforcements from entering a breakthrough sector.

To maximize the combat effects of his air power, the NATO player should seek to defend in positions surrounded by adjacent clear terrain hexes. These positions allow his air power to exact a high penalty from attacking Warsaw Pact units. It is especially important that the NATO player sets up such kill zones in front of the larger Warsaw Pact armies and then hits them for several turns in a row. In this fashion, these armies can be worn down enough to ruin the extra leverage that they derive when given Offensive Support.

**Airborne and airmobile units.** From the Warsaw Pact's perspective, these units are best used against Denmark and the U.S. Reforger sites. Nevertheless, both players should be extremely alert to any opportunities to use these troops to generate Flank Attacks by dropping behind opposing units. In this role, they can be incredible force multipliers.

**HQ Units.** Beside their obvious role in providing logistical support to friendly units, HQ's should be used religiously to sit just behind friendly frontline stacks in order to guard their rear from enemy airmobile descents. Since HQ units cannot be struck

by enemy air power (by virtue of the large number of men they actually represent and their high dispersion), they are excellent rear area security units and should be used as such.

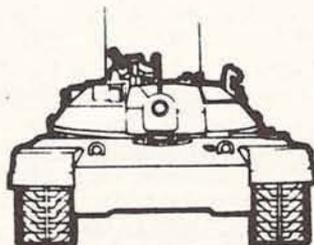
The only counter to this tactic occurs when the Warsaw Pact player employs chemical warfare. He may then drop airmobile units adjacent to a "rearguard" HQ, strike it with chemicals, and attack it using the airmobile units at descent odds. If the HQ unit is displaced or destroyed, the airmobile unit can advance into its hex and then generate a Flank Attack against the NATO stack which the HQ unit was protecting. This airmobile/gas combination can be especially devastating against a NATO HQ carrying the NATO Offensive Support Marker.

**Low Quality Troops.** The NATO player gets a great many low quality brigades as reinforcements. He should always keep at least one of these units in each frontline stack. This way, when he wishes to sacrifice a unit rather than retreat, he can sacrifice a unit with a low combat value.

### SCENARIO DESIGN

Since the game provides the players with the starting positions of all of the units stationed on the map, and since it also provides three separate reinforcements schedules keyed to different mobilization assumptions, the players have in their hands the basic building blocks required to design their own scenarios. The basic variables that can render dozens of different situations are the nations involved, the timing of each side's mobilization, the political conditions leading to activation, and the victory conditions that each side is striving to meet. The combinations are virtually endless.

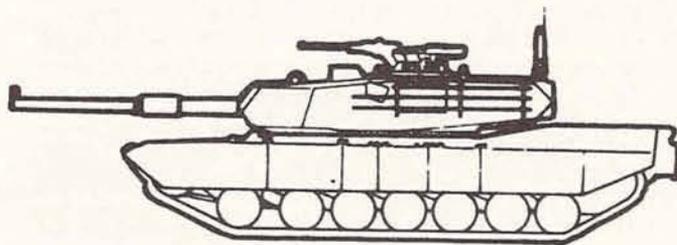
In the next issue of the *Victory Insider*, we will publish a new scenario for NATO by Bruce Maxwell. Look for Scenario 4: The War of Nerves!



### Weapons of the NATO Alliance XM1 Mobile Battle Tank

#### ARMAMENT:

- 1 - 105-MM MAIN GUN
- 1 - 7.62-MM COAXIAL MACHINE GUN
- 1 - 7.62-MM MACHINEGUN AT LOADER'S HATCH
- 1 - .50-MACHINEGUN AT COMMANDER'S CUPOLA



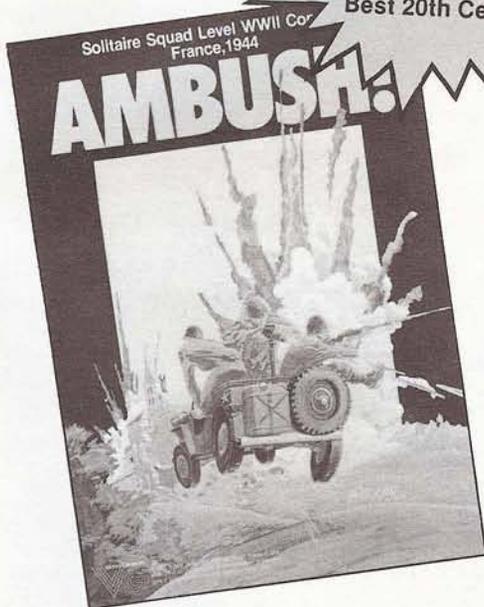
#### RECOGNITION FEATURES:

- (1) SEVEN PAIRS OF  
ROADWHEELS
- (2) SIDE SKIRTS
- (3) LONG FRONT SLOPE
- (4) LOW, FLAT—TOPPED,  
SLOPING-SIDED TURRET

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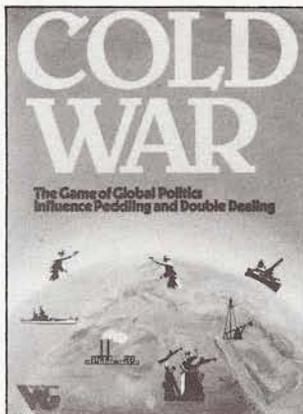
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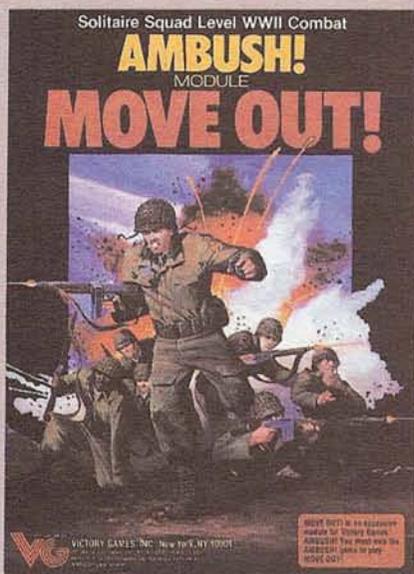
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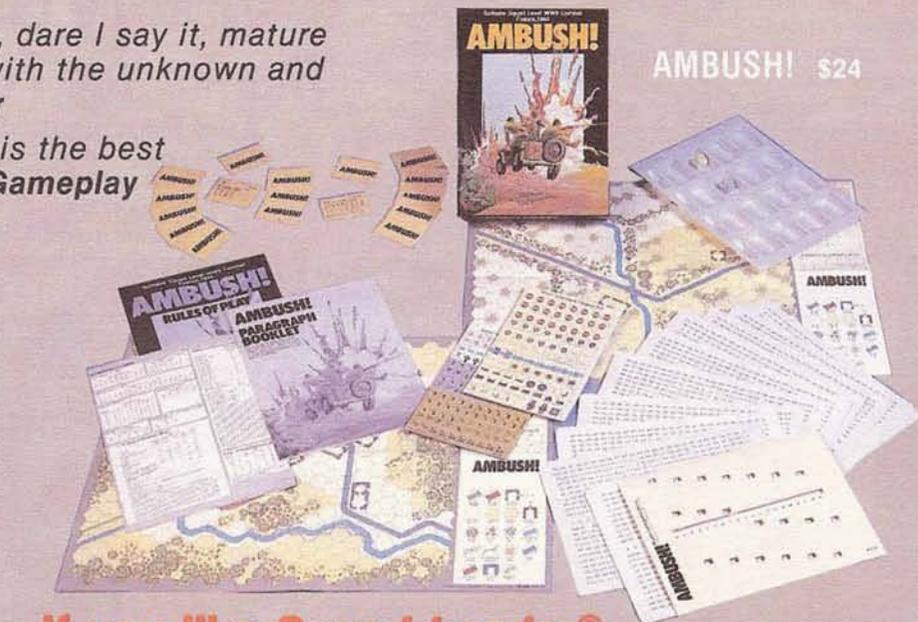
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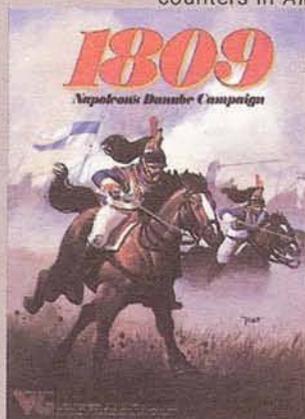
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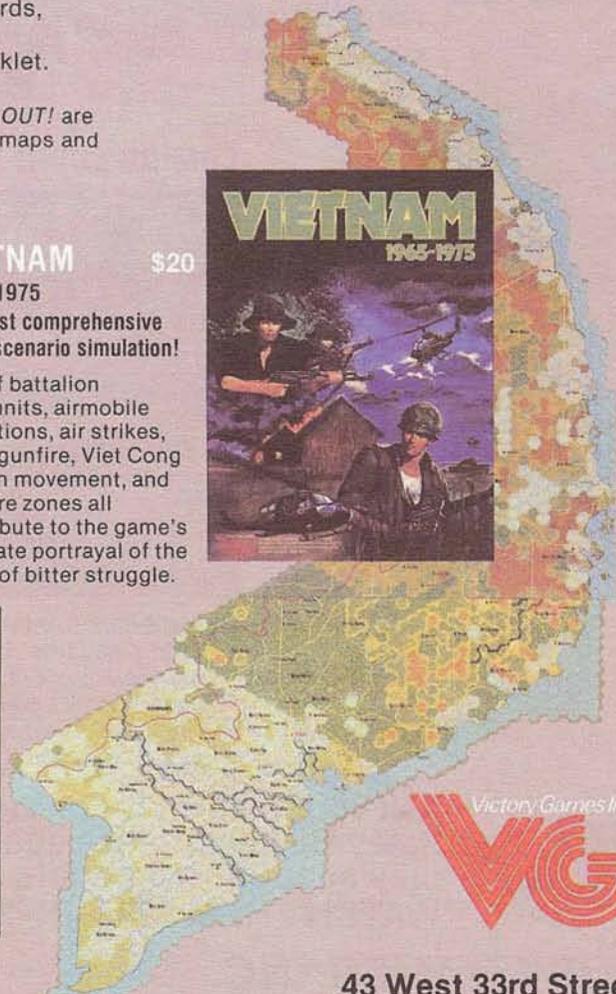
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